A green earth with arrows around it

Description automatically generatedBIOBRAIN

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# **INFORMATION ABOUT THE TEAM**

|  |  |  |
| --- | --- | --- |
| **NAME** | **CLASS** | **ROLE** |
| **Martin Milenov Stoyanov** | 10B | Scrum trainer |
| **Yana Zhivkova Ilcheva** | 10 V | Front-end developer |
| **Polina Stanimirova Dineva** | 10 G | Back-end developer |

# **OUR GAME**

Our game is like an Ecology guiz and its purpose is to teach young and old people about ecological concepts, such as food chains, ecosystems, and the balance of nature. The main idea is that while the people play the game and try to guess the right answer, they will also learn a lot about Ecology and will be more aware of their surrounding world.

# **STAGES OF REALIZATION**

# **USED TECHNOLOGIES**

* **Visual Studio** - for writing the code
* **Power Point** - for creating the presentation
* **Word** - for creating the documentation
* **Figma** - for creating the logo
* **Chrome** -for some ideas about the game and the design
* **GitHub** - for project synchronization
* **Git** -to commit our changes
* **C++** - for creating the game

# **PERFORMED TASKS**

|  |  |
| --- | --- |
|  | Performed tasks |
| 1 | Created the basic design of the game.  It contains questions, answers, question counter and your points. |
| 2 | Created a menu.  There are three options: LEVELS, RULES, CREDITS, EXIT. |
| 3 | Created a Game Won screen.  It says you “YOU WON!!!” . |
| 4 | Created a Game Over screen.  It says you “TRY AGAIN!!!” and that you won the money that the last checkpoint gives. |

# **FUTURE IDEAS**

* Customize the game
* Make more levels

# **GAME SCHEME**

A diagram of a company

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