BrainUP

Welcome to a game made by Mathventures called BrainUP!

Logo

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A Documentation made by Miroslav Chobanov - Scrum Trainer

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| # | Name | Role |
| 1 | Miroslav Chobanov | Scrum Trainer |
| 2 | Miroslav Ivanov | Back-End Developer |
| 3 | Sergey Toptunov | Front-End Developer |
| 4 | Yavor Penkov | Back-End Developer |

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| # | Introduction |
| 1 | What is the game?  The game is a C++ application about solving brain riddles.  The purpose of the game is to boost logical thinking and let people have fun while doing it. |
| 2 | Where can you download it from?  Our work took place in GitHub, so our final product is there, and you can access It freely. |
| 3 | Communication?  Our team communicated with the help of platforms like Teams, Discord and Outlook. |
| 4 | Technologies?  We used Visual Studio for the code, C++ as a programming language, GitHub for collaboration, Teams for communication, PowerPoint for the presentation and Word for the documentation. |

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Description automatically generated[🧠](https://coolsymbol.com/copy/Brain_Emoji_Symbol_%F0%9F%A7%A0)Method of implementation

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| # | Method of implementation |
| 1 | Everyone’s task.  We separated each other, by our skills and knowledge of each task. |
| 2 | Problem-solving.  We solved problems by discussing them together, so we can find a solution quicker and better. When there is a problem, the person that found it asks for help from the team. |
| 3 | Picking a Game.  Our team created a game, that is not easy but on the other hand not very hard to do. We did that so we can fit into the time frame and finish our task. |