

Team

AquaTroppers

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# Topic

The topic of this year's coding marathon was to create a website with current data about water supplies and endangered wildlife, as well as to provide technical solutions for keeping water resorts and marine animals safe.

# Team

* **Scrum Trainer** – Daniel Mihalev (*8A*)
* **Back-end Developers** – Nikolay Brankov (*9A*), Jivko Nanev(*9A*) and Emil Bogdanov (8A)
* **Front-end Developers** – Mertin Dikmeshefket (*9G*) and Andrey Andreev(9G)

# Goal

We wanted to develop a website that educates its visitors about various problems concerning the world's oceans and seas. We are mainly focused on the types of Aquacultures and their problems.

# Stages of development

The first thing we had to do was form a team. We all contacted one another through platforms like Microsoft Teams and Outlook. And from the recommendation from one of our teammates, we welcomed another member into our crew. This is where we decided what we are going to do for this project. We all demonstrated our skills and previous works, and we quickly agreed on team roles. Our Scrum Trainer gave tasks to all of us and set up our repo. We didn’t have many meetings; rather, we communicated through text. Everyone was doing their work. We gathered what we had done individually, reviewed any issues or questions, and distributed the way we would be presenting.

# Used technologies

* **HTML, CSS & JS** - for the development of our website
* **Microsoft Teams** - for our discussions and meetings
* **GitHub** - for sharing code and organizing our work
* **Microsoft Word** - for the Documentation
* **Microsoft PowerPoint** - for the Presentation