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**Our team**

Mishel Dimitrova – Scrum Trainer

Yanislav Yanev – Back end Developer

Vladislav Karshakov – Back End Developer

Georgi Tabanov – Back End Developer

Dimitar Staykov – Designer

**Information about the project**

What is the project?

Our project is a game where you play as a cell that collects points and kills other cells to evolve.

How can you access it?

You can access the files in our project’s repository on GitHub.

How did we communicate?

We used MS Teams.

What programs did we use?

We used GitHub for file management, Visual Studio for code editing, MS Teams for communication, MS PowerPoint for the presentation, MS Word and MS Excel for the documentation, Adobe Photoshop for the sprites.

We also used Raylib and nlohmann's json.hpp for converting .json files to data.

**Realisation process**

1. Form a team
2. Think of an idea
3. Set up Raylib and jason.hpp
4. Distribute the tasks
5. Complete the project