**Vocational school for computer programming and innovation**



**Maze Games**

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| --- | --- |
| **Teammates** | **Role** |
| **Марио Бошев**  **MVBoshev19@codingburgas.bg** | **Scrum trainer** |
| **Петър Николов**  **PRNikolov19@codingburgas.bg** | **Documentation and** |
| **Венилин Дончев**  **VDDonchev19@codingburgas.bg** | **QA Documentation** |
| **Кирил Димитров**  **KGDimitrov19@codingburgas.bg** | **C++ code** |

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# Topic

The topic of our project is a maze game developed in C++ where we control the character and have to find the exit of the maze.

# Presentation of the team

* Mario Boshev -> Scrum trainer - Configure all things in GitHub and give tasks what to do. Help everyone who needs help.
* Kiril Dimitrov -> C++ coders - Make the game and the menu for it.
* Petar Nikolov -> Documentary and presentation - Make the documentation and the presentation of the project.
* Venilin Donchev -> QA Documentation - Test the code and record where it has issues and report it to the C++ coders.

# Conclusion

The conclusion of the project is that everyone worked hard to make the project as great as possible. We always stayed connected while doing the project and everybody did most of his tasks. Even if someone has problems with his given task others joined and assisted him no matter how hard it was.

# Goals

Our goals for the future are to make a bigger maze and it always to be randomized.

# Difficulties we went through

In the beginning, we had trouble organizing the team, but after a day or two, we gave everyone their roles and we started working. We also had difficulties with having to do all our homework while working on the project.

# Functions

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| --- | --- |
| Functions | The usage of them |
| displayMenu | Displays the menu of the game |
| validMove | Checks if the move we made is valid |
| printMaze | Displays the labyrinth |
| move | Makes the moving of our character possible |