Картина, която съдържа Графика, графичен дизайн, типография, дизайн

Описанието е генерирано автоматично

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# ABOUT THE TEAM

|  |  |  |
| --- | --- | --- |
| TEAM MEMBER | ROLE WITHIN THE TEAM | GRADE |
| Zhaklin Yankova | Scrum trainer | 9B |
| Stiliyan Dimitrov | Back-End developer | 9B |
| Aleksandar Ivanov | QA Engineer | 9B |
| Martin Velkov | Back-End developer | 10V |
| Ivan Dimov | Back-End developer | 10V |
| Ivaylo Dandarinov | Back-End developer | 10V |

# INTRODUCTION

### THE IDEA

Our idea is to teach kids how to do basic math, chemistry, and English. We want to give them the opportunity to learn, but also make it interesting for them and show them that studying can be done in a fun and innovative way. We are able to do that by combining games from our childhood like Super Mario and math, maze games with English, as well as drag and drop and chemistry. We wish for our application to be used by schools and teachers worldwide, to show children new ways of learning.

### MAIN STAGES OF DEVELOPMENT

|  |  |
| --- | --- |
| WEEK | MAIN DUTIES |
| 1st Week | Creating logo and discussing ideas about the game. |
| 2nd Week | Making the design and implementation our ideas through code. |
| 3rd Week | Developing the code |
| 4th Week | Creating the documentation and presentation. |

### USED TECHNOLOGIES

* C++ as the main programming language
* Microsoft Office 365 suite for documentation preparation
* Visual Studio 2022 as an integrated development environment.
* GitHub and Git is a cloud storage and control.
* Raylib as an external library that for visualization
* Piskel for animation creator
* Canva for design.
* Teams as a communication point

### TABLE OF FUNCTIONS

|  |  |
| --- | --- |
| TYPE | NAME |
| void | mainMenu::windowInit() |
| void | playerSelection::characterSelect() |
| void | gameSelection::modeSelection() |
| void | riddleRoute::printMessage() |
| void | riddleRoute::levelBuilder() |
| void | superMaths::loadProblemsAndSymbols() |
| void | superMaths::levelBuilder() |
| void | madScientists::dragDrop() |
| void | madScientists::resetElement() |
| void | madScientists::fillTube() |
| void | madScientists::finish() |
| void | drawWords() |
| void | madScientists::levelBuilder() |

### BLOCK SCHEME

Картина, която съдържа текст, екранна снимка, кръг, Шрифт

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