**Project “Maze game”**

**TEAM „PleaseCompile“**

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# Topic.

The topic of our project was Maze game and our task was to create a game that can entertain you using C++.

# Used technologies.

* For the realization of our project we used:
* GitHub – for collaboration, organizing the tasks and the meetings;
* Visual Studio – for writing the code;
* Discord – for communication;
* Microsoft Word and PowerPoint – for making the documentation and presentation;

# Milestones of realization.

We can sort the realization of the project in the following phases:

* **Getting the team together**. Our team consists of five people. Each and every one of us has a specific role in the realization of the project;
* **Planning.** Most of our time has gone into planning and deciding what to do and how to complete the project by using the best technologies.
* **Sorting the tasks.** Like we mentioned earlier we have used GitHub for organizing and sorting our tasks.
* **Completing the tasks and getting the project together**. After sorting the tasks our goal was completing them and getting them together in a whole product.
* **Result.** In result of our hard work we have managed to create a game using C++ and PixelGameEngine.

# Game diagram

