

BEANS  
PROJECT DOCUMENTATION

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1. Our team

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2. ENCOUNTERED DIFFICULTIES

During our work on this game project, we didn’t encounter many difficulties and issues with our team. The only problem was the limited free time that the members of our team had.

|  |
| --- |
| Difficulty: |
| 10 – Very Difficult / 1- Not that Difficult |

|  |  |
| --- | --- |
| Communication | 1/10 |
| Teamwork | 2/10 |
| Code | 3/10 |
| Role Distribution | 1/10 |

3. USED PROGRAMS and language

* C++

C++ was our main programming language.

* Visual Studio 2022

Visual Studio is an integrated development environment (IDE) from Microsoft. It is used to develop computer programs including websites, web apps, web services and mobile apps. Features include debugger, a code editor, embedded Git, and many others.

* Word

Microsoft Word or MS Word (often called Word) is a graphical word processing program that users can type with. It is made by the computer company Microsoft. Its purpose is to allow users to type and save documents. We used Word to create this documentation.

* Power Point

PowerPoint is a complete presentation graphics package. It gives you everything you need to produce a professional-looking presentation. This was the place where we did our presentation.

4. Resume

Hello! This is our team BEANS and we decided to make a sudoku game. And for a programming language we chose to use C++. The main purpose of the game is to make the player use logic and mathematics while he/she is enjoying his/her game.

5. Idea

When the team gathered for the first time, we started thinking about what we had to do. After lots of ideas and proposals we chose to do a sudoku game. That way we the player can develop his/her logical skills.

6. workflow

As for the working progress- It went smoothly, without major problems. Even though we had some disagreements during our work regarding the idea for the game, but we knew that we have to do it so we made a compromise with each other and then we cleared out what we have to do, to accomplished it.

7. Conclusion

In the end, after lots of late hours work, we finished the game. The work journey was quite enjoyable, yet under pressure, and we learned a lot about teamwork, time, and repository management.