



rizz.hpp

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1. TECHNICAL IMPLEMENTATION

1.1 ROLES

	Ivan Tsrangalov - Front-end Developer
	Hakan Chandar - Front-end Developer
	Nikolay Despotov - Back-end Developer
	Ivaylo Stoyanov - Back-end Developer
	Alexander Baev - Designer

1.2 USED TECHNOLOGIES

	Microsoft Teams - Communication
	Visual Studio - Writing the code
	Word - Documentation
	PowerPoint - Presentation
	GitHub - Uploading the project
	Raylib - Graphic library for C++

1.3 REALIZATION OF THE PROJECT

First, we decided what was the best game idea about entertainment that would meet the requirements.

Next, the two back-ends agreed on a programming language they would use to create functionality of the project.

After that, the designer drew all the assets needed for the visual part of the game.

Lastly, the two front-ends displayed everything that needed to be visual.

2. PROGRAM DESCRIPTION

The program is a 2d puzzle platformer. You are trapped in a room and have to rotate it to escape while dodging different obstacles and facing challenges. It is a great game to relax after a long day and you have to use your brain for the different puzzles.