TEAM Runtime error

LOGIC GAME PROJECT

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# **TEAM MEMBERS**

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# **2. TOPIC**

The topic of the project was to make a prototype of the game "boole0". We had a month to do the following activities: form our teams, discuss the topic and realize it.

# **3. SUMMARY**

## **3.1. STAGES OF REALIZATION**

## 

We started our project by clarifying the main purpose of it. This was followed by choosing a name for our team and assigning roles for everybody.

We selected the needed information and came up with some initial ideas. Then we decided which one was the best of them. After that, we started working on the project.

## **3.2. LEVEL OF COMPLEXITY**

Team work can be very hard sometimes. Starting with scheduling a perfect time for everybody to begin working on the project. This was probably the hardest part.

In addition to that, working in a team can be very stressful. You should listen to everyone’s ideas and opinion before deciding anything.

Lack of time can be a problem too but in the end, we managed to work it out.

## **3.3. CONCLUSION**

In conclusion, this project helped us improve our skills in working as a team. We learnt how to stay calm and patient even throughout the hard times. It also brought us closer together.

# 4. ALGORITHMIC SCHEME