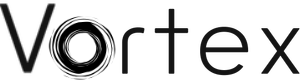
Team “ Vortex “



Geography and History Projects

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13. **Team**

The name of our team is "Vortex ". Our team is formed out of four students. Two students from 9V class, one from 9A class and one from 9G class.

Project participants:

1. Rumen Petkov 9V - SCRUM Trainer

I am the leader and I organized my team. I worked on the contact page and on some of the countries pages. I created the repo and the files inside so that my team could work on them. I made projects and issues so we could work better

1. Yoan Todorov 9V – Back-end Developer

I worked on the project JS code. I added the map and worked on it and on the timeline in countries pages. I helped to make the site more responsive. We helped each other and we created our own project.

1. Georgi Tabanov 9G – Designer

I chose the color shame and the font style of the website. I created the design of our site and helped my teammates with countries pages and when they needed help.

1. Ivan Dadakov 9A – Front-end Developer

I made the Navigation Bar and the footer of the site. I made the home page and helped with other pages styles. I made the presentation and the documentation of the project. I am responsible for the documentation part of our project and the style and structure of the site.

1. **Goals**

Our goal is to create a website closely related to the subjects history and geography and present the information in more interesting and easy to understand way.

We tried to create a website that would be interesting and educational for all people, so people who visit the website could learn more thing about the world’s history and geography. We want our website to be useful for our visitors and help them to acquire new knowledge related to the subjects.

1. **Stages of development**
2. **Start of the project and planning**

After we formed our team, we got together and decided what everyone's role is, and then the leader of our team registered us. We decided when we are going to have meetings and then we were ready to start.

We started our work using Microsoft teams as communication platforms. We discussed ideas and gave different suggestions on how each of us sees the final product. After we reached a consensus, we decided what part of the project everyone should do and we started working. If there were any problems we helped each other in the process of work.

1. **Realization**

We used Microsoft Teams to communicate and discuss our ideas as well as to work on the project. The code for our game is written in Visual Studio Code. To create our site we used HTML for the structure of the site and the information and CSS for the style and to make it responsive and JS to make our site responsive and make the dynamic part of the site. We structured the code in separate sections and files and gave appropriate names to every part and uploaded it in github. We created a presentation of the project using PowerPoint, as well as created project documentation through Word.

1. **Site description and structure**
2. **Structure**
3. **Description**

Here in our website, you will find a world map from which you can see the name of the country when you place the cursor on it. And if you press it will move you to another page only for periods of history of the chosen country. There the information is shown with a timeline. You can also go to Contact tab if you want to message us and gives ideas how to improve our website or report a problem.

|  |  |
| --- | --- |
| **Function name** | **description** |
| **NavSlide** | **When the width of the site is below 800px function navSlide hide the Navbar and display burger icon. When you click the icon the Navbar displays vertically on the right side of the page and the burger turns into 'X'. When you click the 'X' the Navbar is hidden.** |
| **qs** | **Return the code in ScrollHandler** |
| **ScrollHandler** | **The function create a timeline that appears gradually while you are scrolling down the page. At some spots on the timeline display information about the country.** |