|  |  |
| --- | --- |
|  |  |
|  |  |
|  |  |
|  | TEAM |
|  | MazeHaze |

Contents

[**1. Topic 3**](#_Toc87210514)

[**2. Team 3**](#_Toc87210515)

[**3. Goal 3**](#_Toc87210516)

[**4. Stages of development 3**](#_Toc87210517)

[**5. Difficulties 4**](#_Toc87210518)

[**6. Used technologies 4**](#_Toc87210519)

[**7. Functions 4**](#_Toc87210520)

# Topic

The topic of this year’s first project was to create three mazes which could be completed by a real player. The player should be able to move using the arrow keys in all four directions.

# Team

* **Scrum Trainer** – Radoslav Lisitsov (10B)
* **Backend Developer** – Kamelia Ivanova (10A)
* **Frontend Developer** – Maria Kostova (10V)
* **QA Engineer** – Kalina Noncheva (10G)

# Goal

We wanted to create three mazes with different difficulties that could provide entertainment to the people who play them.

# Stages of development

#### 4.1 Stage I

The first stage we had to go through was to form a team. We all reached out to each other using platforms such as Microsoft Teams and Discord.

#### 4.2 Stage II

This stage is when we decided what our goal for the project is. We showed each other our previous work so we assigned roles with ease. After that our Scrum Trainer gave tasks to the team and created the repository. We could not find a good time for meetings, so most of our communication happened through text messages.

#### 4.3 Stage III

This is when we got together to discuss the way we would go about presenting, clearing up any questions and issues.

# Difficulties

No one had any major issues, but when questions and bumps did appear there was always someone available to help.

# Used technologies

* **C++** for the development of the project
* **Microsoft Teams** and **Discord** for communication
* **GitHub** for sharing the progress we make
* **Microsoft Word** for the documentation
* **Microsoft PowerPoint** for the presentation
* **Microsoft Excel** for the QA documentation

# Functions

|  |  |  |  |
| --- | --- | --- | --- |
| **Functions** | | | |
| Function name | Function type | Argument(s) | What it does |
| displayTitle | void | none | Displays 'MazeHaze' stylized text (title) |
| showMenuOptions | void | none | Displays the main menu's options |
| mazes | void | none | Displays the 'Maze levels' from the main menu's options |
| chooseMenuOptions | void | int | Asks the user for input to display the contents of each main menu option |
| printChecked | void | string, bool | Checks if option row is selected, if so prints an arrow before it |
| playerAction | void | none | Accepts the user's arrow key movement |
| mazeEasy | void | none | Prints 'Easy' maze level |
| mazeMedium | void | none | Prints 'Medium' maze level |
| mazeHard | void | none | Prints 'Hard' maze level |
| clearLevel | void | none | Checks if user is at 'X', if so displays congratulatory text message |