

**Documentation**

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# **Project information and plan**

• We created a chemistry game using C++, in a span of 22 days.

# **Team information**

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| № | Rules in the team |
| 1 | Stoqn Skuliev– Scrum Trainer |
| 2 | Vicho Vichev – BackEnd Developer |
| 3 | Angel Angelov – BackEnd Developer |
| 4 | Dimitar Byandov –FrontEnd Developer |

**Introduction**

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| № | Introduction |
| 1 | **What is the final product?**  The finished product is a chemistry game, by using C++ with library (raylib) |
| 2 | **How can you access the game?**  You can access the game through our GitHub. |
| 3 | **How did we communicate?**  For communication we used Microsoft Teams. |
| 4 | **What programs were used?**  We used Visual Studio Code for coding, MS Teams for communication, MS PowerPoint for our presentation, MS Word for the documentation, Figma for design ideas, Github as our main collaborative work. |

# **Completion Tasks**

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| № | Task Breakdown |
| 1 | **Tasks and deadlines**  Our Scrum Trainer has assigned our team tasks to complete the project on time. |
| 2 | **Creating the basics of the code**  The basics of the code are created by our Backend Developers. |
| 3 | **Coming up with the idea**  Everyone on the team gets involved in coming up with idea. |
| 4 | **Looking for information on the tools needed to make the code**  Our BackEnd and Frontend did that. |
| 5 | **Quality Insurance**  Our BackEnd created unit-test files in Visual Studio and ran them with parts of our code. |
| 6 | **Clear the errors**  All of the team gets involved in that. |
| 7 | **Documentation**  The documentation was written by our Scrum Trainer and Designer to summarize everything related to the site. |
| 8 | **Presentation**  The presentation was created by our Backend, Frontend and Scrim Trainer. |