Bad Request



Website and interactive timeline

Documentation

20.03.2022

Physics calculator and two more games on C++ console

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WEBSITE AND INTERACTIVE TIMELINE

**Project Information**

Our project is made for easy use and education. We created a website with an interactive timeline.

**Team Information**

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| **№** | **Roles in the team** |
| **1** | Stefan Hristov – Scrum Trainer |
| **2** | Petar Matsaliev – Front End Developer |
| **3** | Maksim Marinov – Back End Developer |
| **4** | Hristiyan Petrov– Designer |

**Introduction**

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| **№** | **Introduction** |
| **1** | What is the product?  The product is a website with an interactive timeline. The website uses Geography and History to present a timeline of the Bulgarian history. The website is also responsive to accommodate all devices. |
| **2** | How can you access it?  You can read about our collaborative work on GitHub and access the files in our project’s repository. |
| **3** | What about communication?  We communicated through Teams due to its helpful functions like screen sharing and text channels. The team was well connected and the work was efficient. |
| **4** | What programs were used?  Programs we used consisted of GitHub for file management and collaborative work, Visual Studio Code for code editing, MS Teams for communication, MS PowerPoint for our Presentation, MS Word for the documentation and Figma for our design. |

**Ways of Realization**

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| **№** | **How did we do it?** |
| **1** | Task Distribution  The Tasks were distributed based on the skillset of everyone. We also notified each other when changes were made to the project so everyone was always up to date. This way our team was as productive as possible. |
| **2** | Task Completion  Every day at around 19 p.m. we held a meeting to track the development of the project and help each other progress further. It also helped us resolve issues and share ideas. |
| **3** | Deadlines  In these meeting we also discussed time management, how specific parts were coming along, what everyone had done in their specified time and what things should be completed in the near future. |

WORK PLAN

**Tasks for Completion**

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| --- | --- |
| **№** | **Task Breakdown** |
| **1** | Creating the landing page  The summary page was created by the designer / front-end developer. This is the home page of the website. From here you can access every other section by scrolling down. |
| **2** | Creating the summary section  The summary section was created by the designer / front-end. Here you can see a small summary of why we chose Bulgaria. |
| **3** | Creating the summary section animations  The summary section animations were created by the back-end developer. They are executed when you are revealing the section. |
| **4** | Creating the Gallery design  The gallery design was created by our designer / front-end developer. The gallery represents photos of some of the top-rated places in Bulgaria. |
| **5** | Creating the Gallery slider  The gallery slider was created by the back-end developer. Using it you can navigate through the photos. |
| **6** | Creating the gallery animations  The gallery animations were created by the back-end developer. They are executed when you are revealing the section or when you are scrolling the images. |
| **7** | Creating history timeline  The history timeline was created by our designer / front-end developer. It’s used to navigate through the different sections of the timeline. |
| **8** | Creating History timeline hover animations  The history timeline animations were created by the back-end developer. They are executed when you hover over the box next to the text. |
| **9** | Creating the Footer  The footer was created by our designer / front-end developer. It has useful information about the project and the team. |
| **10** | Documentation  The documentation was created by the designer and our scrum-trainer using Word to summarise the website and explain its functions. |
| **11** | Presentation  The presentation was created by the designer and our scrum-trainer to explain the concept of the application, specify the used programs and establish the roles of the teams. |