

29.06.2021

**Documentation**

AQUA Project

Team TheFishers

**PRESENTED BY**

TheFishers

**WORK WITH**

GitHub

**REPOSITORY**

AQUA-theFishers

Table of Content

[AQUA PROJECT 2021 3](#_Toc70194243)

[Information and Development of a plan 3](#_Toc70194244)

[Roles in the team 3](#_Toc70194245)

[Introduction 3](#_Toc70194246)

[Method and Manner of implementation 4](#_Toc70194247)

[Text fields and checkboxes 4](#_Toc70194248)

[Testing the Plan 5](#_Toc70194249)

[All tasks to perform 5](#_Toc70194250)

[Implement the plan 6](#_Toc70194251)

[Files Names and Their Application 7](#_Toc70194252)

[Block diagram 8](#_Toc70194253)

[Block diagram 8](#_Toc70194254)

[Description of the block diagram 8](#_Toc70194255)

# AQUA Project 2021

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# Information and Development of a plan

**PRESENTATION OF THE PROJECT**

Our project is a website and a C++ program which aims to provide information about …

### Roles in the team

|  |  |
| --- | --- |
| № | Roles in the team |
|  | Stoyan Ponchev 10G – Scrum Trainer & SQL Developer |
|  | Peter Petkov 10G – SQL Developer |
|  | Tereza Opanska 9V – C++ Developer |
|  | Aleksandra Staykova 9V – JavaScript Developer |
|  | Zhivko Spasov 8G – HTML & CSS Developer |
|  | Soner Solakov 8A – Designer |

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### Introduction

|  |  |
| --- | --- |
| № | Introduction |
|  | What is the product?  The idea is - an application with up-to-date and organized information about the species of endangered marine life. We also built an easy-to-use site that is based around the app. |
|  | Where is it available?  Our collaborative work took place in **GitHub** and in order for the files to be accessible to everyone they were uploaded in the GitHub Repository of our project.  **Link** - https://github.com/SMPonchev18/AQUA-theFishers |
|  | Communication?  Communication is realized through **Teams**. Thanks to all the features and the provided visualization - on-screen communication and feedback are sufficiently complete. |
|  | What technologies are used?  The technologies used are **Visual Studio Code** as Code Editor, **HTML**, **CSS** ,C++and **JavaScript** are the programming languages with which the code is written the website, **GitHub** for collaborative work, **Teams** - connection and communication, **PowerPoint** - preparing a Presentation, **Word** - preparing Documentation and QA Documentation and **Photoshop** – photo and graphic processing |

### Method and Manner of implementation

|  |  |
| --- | --- |
| № | METHODS AND MANNER OF IMPLEMENTATION |
| 1 | Productive work  The tasks are defined in a way that everyone is aware of the tasks performed so far in order to present and answer quickly, clearly and accurately, and teamwork is more efficient and productive. |
| 2 | Distribution of tasks  For each task, a person is selected who is more familiar with the field and will be able to perform the task in the most competent way possible. |
| 3 | Terms  Observance of dates was reminded by the Scrum Trainer. A meeting of the team is held every week to discuss the amount of time needed to complete the assigned task. |

### All tasks to perform

|  |  |
| --- | --- |
| № | Completed tasks |
| 1 | Create a home page and Navigation Bar  The home page contains a logo, navigation bar, main image, short text, benefits from our website, text for tech and water. |
| 2 | Create an About us page  About us page contains our mission and short bio about all the participants. |
| 3 | Create footer  Footer contains all the social medias and the copyright symbol. |
| 4 | Create Contact page  This page contains a contact form with which you can easily ask the stuff any questions. |
|  | Create App page  Form the app page you can easily download our app with the click of a button. |
| 6 | Create Subscribe page  The subscribe page contains short text and a subscription form |
| 7 | Create Log in page  There you can login at our site you must fill in your Username and password |
| 8 | Presentation  The presentation isn’t automated. The presentation is about our work, the process of work and our future plans. |
| 9 | Documentation  Periodically made documentation describes the whole work and each page  from the IGNITY Website. |
| 10 | Block Diagram  The block diagram is a visualized, sequential representation of the code. |
| 11 | QA Documentation  Checking the correctness of the code |
| 12 | Test cases  The result after the bugging |

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### Block diagram

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