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| ЕКИП Scrum trainer – Stella Georgieva  Frontend developer - Alexandra Zheleva  Backend developer - Alex Kazakov  QA – Miroslav Ganev IMPLEMENTATION OF THE PROJECT We assigned roles  We came up with a name.  We chose the theme of the game  We made the game.  We made a presentation and documentation.  We practiced our presentation. | |  | | --- | | Error-MAKERS*Тopic:Game of word or math game* |  purpose Our goal is to create a word game or math game that is written entirely in C++. We chose to make a play on words - Besenitsa. When you enter a word, the other person can try to guess it. If he doesn't target the correct letter, a part of a man will appear, hanging him. If the whole man is drawn and the word is not known, the man loses, but if he knows it before the man is complete, he wins. teamwork We mainly held our meetings in Microsoft Teams. Every week we would get together to discuss the ideas and see who got where with their part. In the last week, we met twice to review the project, put together a presentation and documentation, and practice the presentation. TECHNOLOGIES USED The technologies that were used are Visual Studio where we created our game, GitHub for collaboration, Microsoft Teams for communication, Word for creating materials used on the website and PowerPoint for creating the presentation. |