Green paradise

Documentation

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# 1.The team

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| 1.Stela Plamenova Georgieva 10b – Scrum Trainer |
| 2.Alexander Todorov Popov 10v – Backend Developer |
| 3.Mihail Edikovich Avagyan 10a – Backend Developer |
| 4.Alexandra Miroslavova Zheleva – Frontend Developer |

# 2.Introduction

## 1.Per project

The project is related to creating a game directly related to Biology and Chemistry using C++.

## 2. Main stages in the implementation

## 2.1 Team activity:

1. Scrum Trainer – The leader of the team. Giving tasks and guidance, motivates the team.
2. Backend Developer – Write the code with Visual Studio Code, creating a logo, construct the game, add raylib library.
3. Frontend Developer – Make a design for the game, creating a logo and mini-game.

# 3.Realization

## 3.1 Communication

Communication was done through the **Microsoft Teams** and **Discord** platforms. We used **GitHub** to work together.

## 3.2 Program Applications

Program Applications – We wrote the code with **Visual Studio code, graphic library Raylib,** prepared the **Power Point** presentation, QA documentation with Excel and **the Word** documentation.

# 4.Game description

# 5.Conclusion

A game of C++ has been created, which is related to Biology and Chemistry. The project was successfully completed.