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Digitalization of the game

**Project Information**

* We created the “Mathle” math game using C++, over the span of a month.

**Team Information**

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| № | Roles in the team |
| 1 | Dobril Peev – Scrum Trainer |
| 2 | Stelian Ivanov – Frontend Developer |
| 3 | Todor Ivanov – Backend Developer |
| 4 | Dobril Peev – QA Engineer |

**Introduction**

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| № | Introduction |
| 1 | **What is the product?**  The product is a mathematical game called “Mathle”. We used C++. |
| 2 | **How can you access it?**  You can read about our collaborative work on GitHub and access our project’s repository files. |
| 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?**  We used 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, MS Excel for our QA documentation. |

**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 a commit was made so everyone can stay up to date with the collaborative work. This way our team was as productive as possible. |
| 2 | **Task Completion**  Every day we held a meeting to track the development of the app and help each other progress further. We also resolved issues and shared ideas. |
| 3 | **Deadlines**  In these meetings 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. |