Project Documentation

Table of Contents

[1. Our Team 1](#_Toc183376175)

[2. Resume 2](#_Toc183376176)

[Goal: 2](#_Toc183376177)

[Stages of Realization: 2](#_Toc183376178)

[Workflow: 2](#_Toc183376179)

[Used programs and languages: 3](#_Toc183376180)

[3. Conclusion 4](#_Toc183376181)

# Our Team

Todor Stamboliev – Scrum Trainer

[TPStamboliev23@codingburgas.bg](mailto:TPStamboliev23@codingburgas.bg)

Nikolay Yanuzov – FrontEnd developer

[NSYanuzov23@codingburgas.bg](mailto:NSYanuzov23@codingburgas.bg)

Rumen Spasov – BackEnd developer

[RISpasov23@codingburgas.bg](mailto:RISpasov23@codingburgas.bg)

Lyubomir Iliev – Designer

[LANiliev23@codingburgas.bg](mailto:LANiliev23@codingburgas.bg)

# 2. Resume

## Goal:

Our team decided to make an educational game about words.

From this site people can new words easy. For this project we decided to use C++.

## Stages of Realization:

At first, we had to distribute the roles and then we started brainstorming ideas. We decided to make an educational game about words using C++. After that we started to work on our project.

## Workflow:

We had to make a game. We decided to use some techniques in C++ which we have never used. Because of that we had to learn them and see what they do. After we learnt everything we needed, we started to code a game: main page, difficulties and levels. We split to three teams: one person organizes the team, two people develop the game and one person makes the design for the game. Everything ran smoothly.

## Used programs and languages:

C++ - We used it for developing the game

Visual Studio – We used it for writing the code for the game

GitHub – We used it for storing, tracking, and collaborating on software projects

# Conclusion

In the end, after lots of late hours work, we finished the game. The work journey was enjoyable, but under pressure. We learned a lot about C++ and teamwork.