A logo of a musical band

Description automatically generated with medium confidence

Chemistry Clash

Chemistry Clash | Chemistry & Biology | 2023

Contents

[1. Members 2](#_Toc150688124)

[2. Project Idea 2](#_Toc150688125)

[3. Steps of realization 2](#_Toc150688126)

[4. Used technologies 3](#_Toc150688127)

[5. Project Scheme 5](#_Toc150688128)

# 1. Members

|  |  |
| --- | --- |
| Name | Role |
| Todor Atanasov | Scrum Trainer |
| Alex Kazakov | Back-end Developer |
| Ivan Dochev | Back-end Developer |
| Martin Nenkov | Designer |

# 2. Idea of the project

The main target of the project is to create an application which is connected to biology, ecology and chemistry. Saving the world from pollution is the concept of our game. Your name is The Ecological Captain, and you have to solve different kinds of chemical equations to gain abilities and defeat the villains of pollution.

# 3. Realization steps

|  |  |
| --- | --- |
|  | Stages of realization |
| 1 | Idea  We brainstormed together until we found the best idea for a game that includes Biology and Chemistry. |
| 2 | GitHub Setup  We used GitHub to commit the changes to the code. |
| 3 | Organization  There is no obvious path to follow in the absence of effective task management and organization. In the GitHub Projects area, all of the duties are divided apart. |
| 4 | Design  We designed our logo and characters using various applications. |
| 5 | Coding  The hardest aspect of the project is the working phase. The Projects area contains labels, timeframes, and a breakdown of our tasks. |
| 6 | Execution of presentation & documentation  The presentation & documentation can be found in the documents folder in our GitHub repository. They include detailed project information that is arranged and specified. |

# 4. Used technologies

|  |  |
| --- | --- |
|  | Stage of realization |
| 1 | Main language  ***C++***  We used this language to create the base of the game. |
| 2 | Text Editor  ***Visual Studio* 2023**  Visual Studio 23 was our main text editor, we used it to develop the game. |
| 3 | Documentation Tools  ***Word; PowerPoint***  We used MS tools to create the documentation and the presentation. |
| 4 | Design Tools  ***Illustrator; Piskel***  The program we used to create our logo was Illustrator and for the sprites we used Piskel. |
| 5 | Communication tools  ***MS Teams***  We mainly communicated via Microsoft Teams. |
| 6 | Extra tools  ***GitHub; Git***  We used Git tools to commit and keep-up with the project. |

# 5. Project Block-Scheme

