A logo of a musical band

Description automatically generated with medium confidence

Chemistry Clash

Chemistry Clash | Chemistry & Biology | 2023

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# 1. Members

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

# 2. Project Idea

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. Steps of realization

|  |  |
| --- | --- |
|  | Stages of realization |
| 1 | Idea discussion  The idea is truly the most important thing in a project. The idea was generated after team building and brain storming. |
| 2 | GitHub Setup  GitHub is our shard working space. All the commits, tasks and deployments are in our [GitHub](https://github.com/codingburgas/2122-the-games-adventures-final-project-2022-empire) |
| 3 | Plan & Organization  Without good organization and task management, there is no clear path to follow. All the tasks are distributed in the GitHub Projects section. |
| 4 | Design Stage  The Design Stage is one of the most important parts. Without good UI/UX the user will be unpleased, which can lead to a negative impact on the project, no matter how functional it is. |
| 5 | Work Stage  The working stage is the toughest part of the project. Our tasks are separated in the Projects section with labels and deadlines. |
| 6 | Bug Fixing  There are always bugs to fix and things to tweak. The finishing stage of the project is the time when the last details are made. |
| 7 | Preparation of presentation & documentation  The presentation & documentation can be found in our GitHub readme.md. They contain specific and well-organized information about the project. |

# 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 Scheme

