Project „Monument Hunter”

Team 343i

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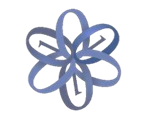
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# Team

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Roles: Scrum Trainer; Designer

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Yanislav Yanev, class 9V

Roles: Backend Developer; Frontend Developer; Designer

YIYanev20

# Topic

The topic of the project is “History and Geography”. The used languages are HTML5, CSS, JavaScript and on top of that we used the jQuery library.

# Used technologies

* Html, JavaScript, CSS, - These are the languages we have used, for the realization of the project.
* jQuery – This is a JavaScript library we used for the realization of the project.
* GitHub – We used GitHub for collaboration between us, organizing meetings and assigning tasks.
* Discord – We used Discord for communication.
* Word – We used it for creating the documentation.
* PowerPoint – We used it for creating the presentation.

# Milestones in realization

## Form the team

Our team is formed by 2 students and we both have our own roles. They are determined by our skills and knowledge. The role for Yanislav is to make the code for the game and design it. The role for Vladislav is to help Yanislav with the design for the game and make the documentation and presentation.

## Do research on the topic

To achieve our goals, we had to spend some of our time in researching. For example we had to learn jQuery in order to make it easy to change JavaScript elements. We learned about local storage and how to use it. The purpose for local storage is to save key-value pairs in a web browser with no expiration date.

## Discuss ideas

After doing some research on the topic, we suggest our ideas, we discussed the m and assigned ourselves tasks. The main idea was to make a game where you fight against Bitler using fragments scattered around the world. Each fragment is gotten from a different country. The final boss is Bitler.

## Work on the project

After we received our tasks, we started working on the project. Yanislav did the code for the whole game and designed it. Vladislav helped Yanislav for the design of the game and made the documentation and presentation for the project.