IMIGRANS



educational travelling

# 

Content:

1. [Team members 2](#_Team_members)
2. [Topic 2](#_Topic)
3. [Technologies used 2](#_Technologies_used)
4. [Project stages 2](#_Project_stages)
5. [Summary 3](#_Summary)

# Team members

* + [Martin](mailto:AIKostov20@codingburgas.bg) Kafedzhiev
    - Class: 10A
    - Role: Scrum Trainer
  + [Nikolay Despotov](mailto:NVDespotov20@codingburgas.bg)
    - Class: 10V
    - Role: Backend Developer
  + Alexander Kostov
    - Class: 10A
    - Role: Backend Developer
  + [Ivan](mailto:APPetrova20@codingburas.bg) Tsrangalov
    - Class: 10V
    - Role: QA Engeneer

# Topic

* + Educational travelling game using C++. The task had to be completed by 20.11.2022. We had to form a team, distribute our roles and everyone’s tasks and make a finished product, which you can read more about in the next section.

# Technologies used

* + We used Visual Studio 2022 to write the C++ code for the game. We drew different buildings objects and NPCs with Pixlr E, Adobe Illustrator, Pixilart. They were added with the library called SFML. We used PowerPoint, Word, Excel to create the presentation, documentation and QA documentation. We used Github to store our code. And we used Discord for communication.

# Project stages

* + In our main menu, you can see 3 buttons. The first button “Play” starts the game, the “Guide” button leads to a lil explanation and describtion and the button “Exit” closes the game. Then you are presented with map so you can choose the country you want to start in. Then you are given three vehicles with their prices. After you have chosen with what you will travel you can travel across the country and help people in their jobs to fix some problems with their programs. After you help them you are rewarded with money or in our case olio. Then this process repeats itself untill you visit 5 countries.

# Summary

* + This project was another great opportunity for us to develop our skills in working with people, communication, and writing C++ programs.
  + As a future update we plan on expanding the map, adding more buildings, NPCs and quest, so we can make the game more interesting.

Stages of realization