

*Documentation*

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# Team

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| # | Roles in the team |
| 1 | Borimir Kirov – Scrum Trainer |
| 2 | Aleksandur Georgiev – Back-End developer |
| 3 | Dimitur Dimitrov – Back-End developer/Designer |
| 4 | Mila Lazarova – Designer |

# Introduction

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| # | Introduction |
| 1 | *What is the product?*  A game to find out what the given word is. |
| 2 | *Main stages in the realization?*  First Week – Create the idea  Second Week – Start coding  Third Week – Make final touches  Fourth Week - Realization |
| 3 | *Communication?* Communication is realized through Microsoft Teams. Thanks to all the features and the provided visualization – on-screen communication and feedback are sufficiently completed. |
| 4 | *What technologies are used?* The technologies that are used are Visual Studio 2022 as IDE, C++ as a programming language. Microsoft Word for documentation. Microsoft Teams as a communication channel. Adobe Photoshop and Adobe Illustrator as a design for the logo. Microsoft PowerPoint as a presentation tool. Git and GitHub as a collaborative workplace. |

# Method and manner of implementation

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| # | Method and manner of implementation |
| 1 | *Productive work.* The tasks are defined in a way that everyone is aware of the tasks performed so far to present and answer quickly, clear, and accurately, and teamwork is more efficient and productive. |
| 2 | *Distribution of tasks* For each task, a person is selected who is more familiar with the field and will be able to perform the task in the most competent way possible. |
| 3 | *Terms* Observance of dates was reminded by the Scrum Trainer. A meeting of the team is held every week to discuss the amount of time needed to complete the assigned task. |

# Summary

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| A game to find out what the given word is. |

# Libraries

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| # | Which Libraries did we use? |
| 1 | *<iostream>*  Iostream is for input/output operations. |
| 2 | *<vector>*  Vector provides a dynamic array functionality. |
| 3 | *<string>*  Handles string manipulations. |
| 4 | *<cstdlib*>  Includes the rand() and srand() functions for random number generation |
| 5 | *<ctime>*  Enables time-based functions, used for randomization |
| 6 | "raylib.h"  Raylib.h is the main header for the raylib library which is designed for game development and graphical applications. |

BLOCK SCHEME