# documentationBg.png

Lyrica

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# Team

* Nikol Stoyanova - Scrum trainer
* Alexandar Georgie - Developer
* Natali Ribareva - Developer

# Introduction

* **Final product**

Lyrica is a language learning app built with C++ in Qt. It features customizable flashcards, and offers the user a test of their knowledge helping with the experience of mastering new languages.

* **Where to find it**

Our work took place in GitHub and in order for the files to be accessible to everyone, they were uploaded to the repository.

*Here is the link for you:* [*https://github.com/codingburgas/10grade-christmas-luck-cacheout.git*](https://github.com/codingburgas/10grade-christmas-luck-cacheout.git)

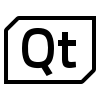
* **Communication**

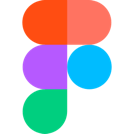
We used discord to communicate as it provides smooth communication and features that make team work from a distance an easy task.

* **Technologies**

A black cat silhouette in a circle

Description automatically generatedA blue hexagon with a letter c and plus symbols

Description automatically generatedThe technologies used are:

* + QT Creator as Code Editor
  + C++ as development tool
  + Git and GitHub for collaborative work
  +  Figma for developing the UI of the app
  + Discord as connection and communication
  + PowerPoint for preparing a presentation
  + Word for preparing documentation.

# Stages of the scrum methodology

* **Analysis over the assignment and topic**

The Scrum trainer's first job was to download the project brief, carefully read through the requirements, and understand what was expected. This helped form a clear idea of the direction we needed to take.

* **First team meeting**

In the first meeting, the entire team, along with a mentor, discussed what was required of us and evaluated our capabilities. After that, we brainstormed ideas for the project name.

* **The idea**

The whole team works together to come up with an idea. Everyone shares their thoughts and combines them to create the best plan. Once the idea is ready, the team reviews it to see if anything can be improved or added.

* **Allocation of tasks**

At this stage, the Scrum trainer has a basic understanding of the team's abilities and assigns tasks for the project based on this, along with factors like time. Everyone, including the Scrum trainer, is given an equal share of the workload.

* **Team communication**

The team stayed connected through a group and the Scrum trainer. Progress was checked regularly for everyone, and the team’s tasks were adjusted based on the time left. If there was any confusion, the Scrum trainer asked the mentor for help to solve the problem.

* **Presentation**

Presenting the work done is one of the most important tasks. The Scrum trainer takes the lead, explaining the concept of the project to a committee and an audience. During the presentation, the Scrum trainer hands over the talking to each team member, as everyone should take part.

# Block scheme of Lyrica

A screenshot of a computer screen

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