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# Adventurous unity game and a website

## Project Information

* We created an adventurous game using Unity and a website with an option to download the game.

## Team Information

|  |  |
| --- | --- |
| № | Roles in the team |
| 1 | Boris Savov – Scrum Trainer/Backend |
| 2 | Nikola Peshev – Scrum Trainer№ |
| 3 | Maxim Marinov – Frontend Developer |
| 4 | Stefan Hristov – Backend Developer |
| 5 | Valeri Ivanov - Designer |
| 6 | Dimitar Byandov - Designer |
| 7 | Maria Koleva – QA Engineer/Docs |
| 8 | Vicho Vichev – QA Engineer/Docs |

## Introduction

|  |  |
| --- | --- |
| № | Introduction |
| 1 | **What is the product?**  The product represents an adventurous game made by unity and a website with an option to download made with React. |
| 2 | **How can you access it?**  You can read about our collaborative work on GitHub and access our project’s repository files. |
| 3 | **What about communication?**  We communicated through Teams due to its helpful functions like screen sharing and text channels. The team was well connected and the work was efficient. |
| 4 | **What programs were used?**  To create our game we used the Unity game engine. For our website, we used a popular Javascript framework, called React.js and for faster production, we used “Vite” for our bundler. For our communication, we used MS Teams. For the presentation, documentation, and client QA Documentation we used MS Powerpoint, MS Word, and MS Excel. The code documentation is written on jupyter notebook and we used Github for sharing files. |

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## Ways of Realization

|  |  |
| --- | --- |
| № | How did we do it? |
| 1 | **Task Distribution**  The Tasks were distributed based on the skillset of everyone. We also notified each other when a commitment to the project was made so everyone can stay up to date with the collaborative work. This way our team was as productive as possible. |
| 2 | **Task Completion**  Every day we held meetings to discuss the progress of our collaborative work, so everybody can stay up to date with the progress. |
| 3 | **Deadlines**  In these meetings, we also discussed time management, how specific parts were coming along, what everyone had done in their specified time and what things should be completed shortly. |

# WORK PLAN

## Tasks for Completion

|  |  |
| --- | --- |
| № | Task Breakdown |
| 1 | **Initializing React + Vite + TailwindCSS.**  The client app was initialized by our Frontend Developers and this is the core of our website. |
| 2 | **Initializing the Unity game.**  The unity game was initialized by our backend developers. |
| 3 | **Creating the website design.**  The website design was created by our designers. Our design needs to look modern and user-friendly so our designers made a beautiful design. |
| 4 | **Creating the login and register system for our website.**  The login and register systems were created by our frontend and backend developers. They are used to register, log in, and log out users. |
| 5 | **Choosing the game’s assets.**  The game’s assets were chosen by our game developer and our designers and they determine how beautiful the game looks. |
| 6 | **Implementing profile system**  Our profile system was created by our frontend and backend developers. It is used to display the user’s information and also change it. |
| 7 | **Implementing a dashboard system.**  The dashboard system was created by our frontend and backend developers. Within the dashboard page, the admin can see statistics about the app and also do account actions. |
| 8 | **Implement game physics and mechanics.**  The game mechanics and physics were created by our backend developers. They are the core of our game and contribute to a better user experience. |
| 9 | **Creating the jupyter notebook.**  The jupyter notebook was created by our Designers. It is used for our code documentation. |
| 10 | **Documentation**  Our QA Engineer and our Scrum trainer created the documentation using MS Word to summarise the application. |
| 11 | **Presentation**  The presentation was created by our Scrum trainer to explain the concept of the application. |