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|  | TEAM |
|  | Final-Project2022 |

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# TOPIC

The topic of this project was to create a game. We had complete freedom to make whatever type of game we wanted.

# Team

* **Scrum Trainer** – Maria Kostova (10)
* **Back-end Developer** – Nikolay Despotov (9)
* **Back-end Developer** – Alexsander Kostov (9)
* **Front-end Developer** – Boris Belberov (8)
* **Front-end Developer** – Georgi Atanasov(8)
* **Front-end Developer** – Alexsander Sivkov (8)
* **QA Engineer** – Kalina Noncheva (10)
* **Designer** – Dimitar Yoldov (9)

# Goal

We wanted to make a fun game that features a traditional Bulgarian character as the main player. Our team wished for the game to feature combat and amusing challenges.

# Stages of development

#### 4.1 First stage

During this stage we had to form a team. We all reached out to each other using platforms such as Outlook, Microsoft Teams and Discord.

#### 4.2 Stage II

This stage is when we decided what we wanted to do for this project. Here we got to know each other better, so that we could figure out our individual strengths and give out the roles. After that our Scrum Trainer added everyone to the GitHub repository and assigned tasks.

#### 4.3 Stage III

This is when we discussed how we would go about presenting our game, clearing up any questions and issues that have come up.

# Difficulties

We didn’t face many issues, but when questions and uncertainties did occur there was always someone ready to explain and help.

# Used technologies

* **C++** for the development of the project
* **Microsoft Teams** and **Discord** for communication
* **GitHub** for sharing the progress we make
* **Microsoft Word** for the documentation
* **Microsoft PowerPoint** for the presentation
* **Microsoft Excel** for the QA documentation