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Documentation

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# Topic

The theme of our project is an exploration adventure game.

# Authors

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# Summary

## 3.1 Objectives

Our project aims, through an easy to access interface, to give users the opportunity to enjoy a fun game.

## 3.2 Stages of implementation

## 3.2.1 Team composition

For the greatest efficiency in the work process, our team is made up of participants with different abilities. Each takes care of a different part of the project development:

* Scrum Master - takes care of the good mood and spirit in the team, organizes the meetings, assists in case of difficulties with the distributed tasks and writes documentation
* Back-end Developer - deals with the logical part of the program, various functions and data processing
* Front-end Developer - his work is related to the interface of the program, the way the menu is displayed, the result after executing any of the functions, etc.
* QA Engineer - produces QA documentation, tests program functions, reports faults and bugs

## 3.2.2 Drawing up a work schedule

To facilitate the work process, we put together a timeline with deadlines for completing each task we set. We used the GitHub planner to mark the completed tasks.

## 3.2.3 Project work

After the above steps, it was time for the actual code work. Everyone took on their own tasks and we had daily Microsoft Teams meetings during which we discussed how the work process was going, various problems we encountered, and resolved them in a timely manner.

## 3.2.4 Presentation

The last stage of project development is its defence.

## 3.3 Difficulties

We did not encounter many problems during the development of the project.

## 3.4 Conclusion

Within the time limit, we created an effective adventure game that is accessible to people of all ages.