

PROJECT DOCUMENTATION

BELL PEPPERS’

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1.Our Team

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2. ENCOUNTERED DIFFICULTIES

During our work on this game project, we did not encounter many difficulties and issues with our team. The only problem was the limited free time that the members of our team had.

|  |
| --- |
| Difficulty: |
| 10 – Very Difficult / 1- Not that Difficult |

|  |  |
| --- | --- |
| Communication | 1/10 |
| Teamwork | 2/10 |
| Code | 4/10 |
| Role Distribution | 1/10 |

3. USED PROGRAMS and language

* C++

C++ was our main programming language.

* Raylib

Raylib is a simple and easy-to-use library to enjoy videogames programming. We used this library to make the graphic textures in our game.

* Visual Studio 2022

Visual Studio is an integrated development environment (IDE) from Microsoft. It ‘s used to develop computer programs including websites, web apps, web services and mobile apps.

* Figma

Figma is a cloud-based design tool that is similar to Sketch in functionality and features. This was the place where we designed our game and logo.

* Word

Microsoft Word or MS Word (often called Word) is a graphical word processing program that users can type with. Its purpose is to allow users to type and save documents. We used Word to create this documentation.

* Power Point

PowerPoint is a complete presentation graphics package. It gives you everything you need to produce a professional-looking presentation. This was the place where we did our presentation.

* Excel

Excel is a spreadsheet program from Microsoft and a component of its Office product group for business applications. This was the place where we did out QA documentation.

4.Resume

Hello! This is our team BELL PEPPERS and we decided to make a puzzle type of game with bitwise operations. And for a programming language we chose to use C++. The main purpose of the game is to make the player use logic, mathematics and bitwise operations while they are enjoying their game.

5. Idea

When the team gathered for the first time, we started thinking about what we had to do. After lots of ideas and proposals we chose to do puzzle type of game with bitwise operations. That way we the player can develop their logical and mathematician skills.

6. workflow

As for the working progress- It went smoothly, without major problems. Even though we had some disagreements during our work regarding the idea for the game, but we knew that we have to do it so we made a compromise with each other and then we cleared out what we have to do, to accomplished it.

7. Conclusion

In the end, after lots of late hours work, we finished the game. The work journey was quite enjoyable, yet under pressure, and we learned a lot about teamwork, time, and repository management.