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# Authors:

|  |
| --- |
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| Daniel Chavdarov Stefanov 9a – QA |

# Introduction:

## For the project:

The project is a math game written in **C++**. With our educational game we want to attract people of different age groups and **present math as fun and interesting**.

## Activities of the authors:

1. Viktoria Georgieva Kupenova – presentation and documentation
2. Ivailo Slavchev Buchvarov - backend code
3. Martin Dimitrov Belchev - frontend
4. Daniel Chavdarov Stefanov – code inspection and frontend

## Realization:

1. Technological means – We used **Microsoft Teams** and **Discord** to communicate with each other. For collaboration we used **GitHub**.
2. Program Applications – Wrote the code on **Visual Studio**, prepared the presentation on **Power Point** and documentation on **Word**.

# 3. Conclusion:

Our game is suitable for **people of any age**, who want to have fun in their break, but also develop themselves in the **world of mathematics.**