**BinaryKing**

TEAM TWENTY-ONE

Картина, която съдържа лого

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IDEA OF THE PROJECT

The idea of the project is to create a C++ game with bitwise operations.

TEAM MEMBERS

|  |  |
| --- | --- |
| № | Roles in the team |
|  | Todor Atanasov – Scrum trainer |
|  | Apostol Kupenov – Back-end developer |
|  | Ivan Dochev - Back-end developer |
|  | Teodor Madjarov – QA Engineer |

PROJECT DESCRIPTION

|  |  |
| --- | --- |
| № | Description |
|  | Idea in general.  The idea is, a game that includes binary numbers and binary calculations. |
|  | How can you access the project?  You can find our project on GitHub. You can access the files by installing the repository, or paste this to your console - git clone <https://github.com/codingburgas/2223-9th-grade-sprint-math-games-twenty-one.git> |
|  | Teamwork.  Our main communicating platform was Microsoft Teams. We made plan, so everybody could work. |
|  | What technologies are used?  The technologies used are **Visual Studio** as our code editor, we used **GitHub** for collaborative work, **Microsoft Teams** - connection and communication, **PowerPoint** - preparing a Presentation, **Word** - preparing Documentation, **Excel** – for the QA tests. |

PERFORMED TASKS

|  |  |
| --- | --- |
| № | Completed tasks |
| 1 | Find a great idea for the game  We brainstormed together until we found the best idea for a game that includes binary calculations. |
| 2 | Make the game  We made the game in the way that we liked it. |
| 3 | Create tests  Tests are great way to learn new things and sharpen your knowledge, by making this we challenge the customer to take a test and later check his results. |
| 4 | Make the README file  In the readme file you can get a quick overview of the project. We have added the programming languages we used, the diagrams and the demos of the project. |
| 5 | Make the documentation  The documentation provides very useful information in terms of the technical aspect. You can learn pretty much everything by reading it. |
| 6 | Make the presentation  We have created a short presentation to quickly show what we have done. |

BLOCK SCHEME

**Diagram

Description automatically generated**

C++ FUNCTIONS

|  |  |  |
| --- | --- | --- |
| Type | Name | Description |
| Void | addGame() | Function for adding numbers | |
| Int | additionNums() | Algorithm to add numbers | |
| Void | conGame() | Function to convert numbers | |
| Void | move() | Function for moving the character | |
| Void | multiGame() | Function for multiplying | |
| Int | decimal() | Convert from binary to decimal | |
| Int | binary() | Convert from decimal to binary | |
| Void | subGame() | Function for subtraction | |

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