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**Walter**

**Project Documentation**

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# 1. Our team

# 2. Encountered difficulties

During our work on this game project, we didn’t 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++ - our main language.
* Visual studio 2022 – The integrated development environment (IDE) where we made our game.
* Word – this Is a program where we made our word documentation.
* Power point – This is a program where we made our power point presentation.
* Excel – This is a program where we made our QA test plan.

# 4. Resume

Hello! This is our team WALTER and we decided to make a game connected to the bitwise operators. Our main goal is to make learning to use the bitwise operators much easier and enjoyable.

# 5. Idea

When the team gathered for the first time, we started thinking about what we had to do. After lots of ideas we chose to make a game connected to solving a math problem with bitwise operators.

# 6. Workflow

As for the working progress- It went smoothly, without major problems. The only issue we had was with the idea for the game because we had some disagreements, but we knew that we must do it, so we made a compromise with each other and we cleared out what we had to do, to accomplished it.

# 7. Conclusion

In the end, after lots of hours working over the game, we finished it. The work journey wasn’t so enjoyable, but was very interesting, we learned how to work under pressure and how to work in a team.