

Educational traveling project



Made by

Crazycow

Съдържание

[THE IDEA OF THE PROJECT 2](#_Toc119766983)

[TEAM MEMBERS 2](#_Toc119766984)

# THE IDEA OF THE PROJECT

The idea of the project is to create an educational game written in c++ which is related to travelling.

# TEAM MEMBERS

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| № | Roles in the team |
|  | Zhivko Zhivkov Spasov – 10g – Scrum trainer |
|  | Ivan Ivanov Dadakov – 10a – Back-end developer |
|  | Samuil Lyuboslavov Shkvarla – 10a - Back-end developer |
|  | Ioan Yordanov Todorov – 10v – QA Engineer |

# PROJECT DESCRIBTION

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| № | Description |
|  | **The idea in general.** |
|  | **How to 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-educational-traveling-crazycow.git |
|  | **Team work.**  The main communication platform is Microsoft Teams, we also use Discord. During the project we stayed in touch with each others. |
|  | **The technologies that are used.**  The technologies used are **Visual Studio** as out IDE, we used **GitHub** for collaborative work, **Microsoft Teams** and **Discord** for communication, **PowerPoint** for our presentation, **Word** for our documentation, **Excel** – for the QA tests. |