Educational traveling project



Made by

Crazycow

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# THE IDEA OF THE PROJECT

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

# TEAM MEMBERS

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

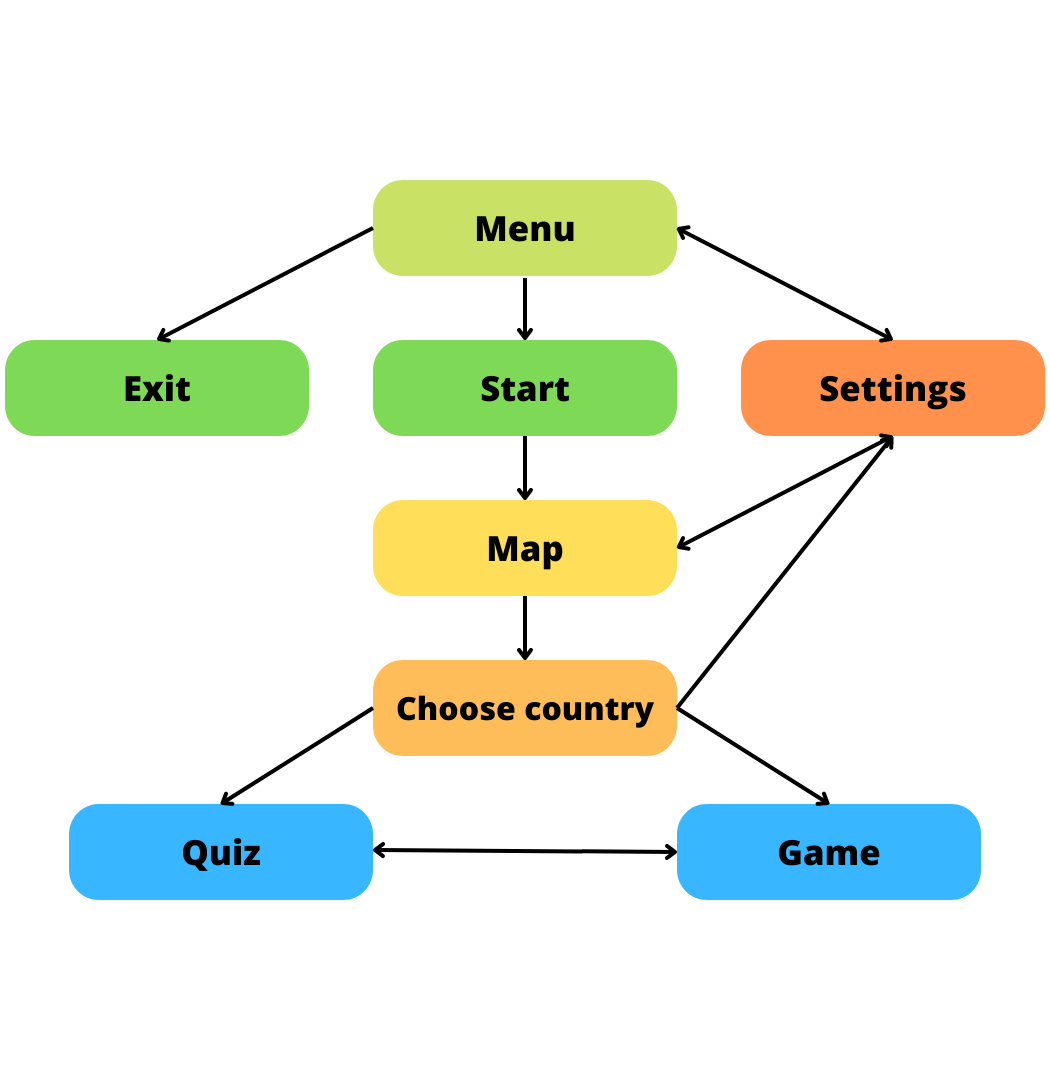
# STAGES OF WORK

|  |  |
| --- | --- |
| **№** | **Stages** |
|  | **Assembling the team**  We gathered and distributed the roles, so each person can work on the field that he is most competent with. After that we started thinking of an idea for the game. |
|  | **The process of creating the product**  Every week there were meetings to discusses the progress and the tasks that are left. We assigned each task to the person that we believed can do it quickly, clearly, and accurately, so the team would be more productive and efficient. |
|  | **Polishing the product**  After we finished with the game and the documentation, we fixed some bugs and made the overall user experience a bit more pleasant. |
|  | **Presenting the product**  After weeks of hard working and sleepless nights we finished the project and now it is ready to be presented. |

# PROJECT DESCRIBTION

|  |  |
| --- | --- |
| **№** | **Description** |
|  | **A general idea about the game**  You play as a cow farmer who no longer wants to live on his farm. He decides to go on a trip around Europe to learn more about the geography and culture of other countries. But there is one problem. He only has his cows, and if he loses them he won't be able to make any money, so he decides to take his cows with him on this exciting trip. |
|  | **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. |

# BLOCK DIAGRAM



# Functions

|  |  |  |
| --- | --- | --- |
| **Type** | **Name** | **Description** |
| void | Menu | Menu main function. Create game menu. Calls all menu functions |
| void | DrawMenuBackground | Creates game menu background animation |
| void | StartGame | Creates a button that takes the player to the game |
| void | CloseGame | Creates a button that takes the player out of the game |
| void | SaveData | Saves game progress after closing the game and continue the game after you run it again |
| void | NewGame | Creates a button that reset the game. The game start from the beginning |
| void | ResetValues | Player progress is reset. All values are returned to default |
| void | Settings | Settings main function. Creats game settings. Calls all settings functions |
| void | CloseSettings | Creates a button that closes the settings menu |
| void | OpenSettings | Creates a button that opens the settings menu |
| void | BackToMenu | Creates a button that takes the player to the game menu |
| void | BackToMap | Creates a button that takes the player to the game map |
| void | SetFPS | Creates a box that allows the player to change the FPS |
| void | ChangeMusicVolume | Creates a box that allows the player to change the FPS the music volume |
| void | ChangeSoundVolume | Creates a box that allows the player to change the FPS the sound volume |
| void | Game | Game main function. Calls all game functions |
| void | Open<Country name>Quiz | Sets quiz background and all questions and answers |
| void | Open<Country name>Game | Sets all mini game frames and open the mini game |
| void | OpenTheMap | Opens map section and draws Europe map |
| void | ChooseCountry | Creates expandable list of countries and hover the country on the map if your mouse is over its name |
| void | MoveMap | Makes the map movable when the list of countries is opened |
| void | OpenCountry | After country is chosen country game and quiz section is opened. Draws mini game and quiz background. Displays questions, answers and game textures randomly |
| void | OpenQuiz | Draws quiz background. Displays questions and answers randomly. Takes you hay to start your attempt. After you finish your attempt it gives you hay based on how many right answers you have. After the third attempt closes the quiz |
| void | MoveArm | When mini game is opened displays an arm that holds dart that can move up, down, right and left and when space pressed throw the dart |
| bool | IsHit | Check that the arrow is stuck in the correct frame and gives you hay if it is |
| void | CrazyCow | Creates event after you have not enough money to continue the game. Display background, hand with dart and targets. When all targets are down you earn hay |
| void | OpenCrazyCow | Checks if you don't have enough hay and display a button to start crazy cow event |
| void | FlyingCow | Displays flying cows that move in random directions on the map |