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

