Logo, company name

Description automatically generated

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* 1. **ROLES**

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|  |  |
|  | Preslav Penchev (10G) – Scrum Trainer |
|  | Rayan Hristov (10B) – Back-End Developer |
|  | Yordan Zhechev (10B) – QA |
|  | Yusmen Osman (10G) – Back-End Developer |

1**.2 Realization of the project**

Our Scrum Trainer made the maps. The QA made presentation and documentation. The Back-End developers made the games. Sometimes we helped each out and “swapped” our roles. It was a wonderful and enjoyable journey.

|  |  |
| --- | --- |
|  | **1.3 Used technologies** |
|  | Microsoft Teams - Communication |
|  | C++ - Coding |
|  | Microsoft Word - Documentation and information |
|  | Microsoft PowerPoint - Presentation |

**2. description**

The game has a main menu. There are 3 options - play, help and exit. In “play”, the player starts their journey from Bulgaria, then to Finland and finally to Ireland. The player can make different choices like touring the city or going to the train station for example. Once the player reaches the final city (the capital) they are then sent to the next country or finish the game (depends on whether the player’s current location is the third (final) country.