TEAM IN THE LOOP



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IN THE LOOP

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GITHUB

Table of Contents

[Team members](#Members)3

[Project description](#Description)3

[Stages](#Tasks) of work 4

TEAM MEMBERS

|  |  |
| --- | --- |
| № | Roles in the team |
|  | Anton Goreshtilov – Scrum trainer |
|  | Yoan Panov – Back-end developer |
|  | Georgi Dimov - Back-end developer |
|  | Nikolay Zabirov – QA Engineer |

PROJECT DESCRIPTION

|  |  |
| --- | --- |
| № | Description |
|  | **Idea in general.**  The idea is to learn new things related to different countries. |
|  | **How can you access the project ?**  You can find our project on GitHub. You can access the files by installing the repository. |
|  | **Team work.**  Our main communicating platform is Microsoft Teams. During the project we met three or four times per week, so that everyone can catch up with the work. |
|  | **What technologies are used?**  The technologies used are **Visual Studio** as our code editor, we used **GitHub** for collaborative work, **Microsoft Teams** - connection and communication, **PowerPoint** – for preparing a Presentation, **Word** - preparing Documentation |

STAGES OF WORK

|  |  |
| --- | --- |
| № | STAGES |
| 1 | **Assembling the team**  We distributed the roles, so each person can work where is most competent. After that we started thinking of the idea for the game. |
| 2 | **The process of creating**  Every week there were meetings to discusses the progress and the tasks that are left. We assigned each task to the person that can do it quickly and clearly, so the team would be more productive and efficient. |
| 3 | **Polishing**  After we finished with the gameand the documentation, we fixed some bugs and made the user experience more pleasant. |
| 4 | **Presenting**  After weeks of hard working and less sleeping we finished the project and now it is ready to be presented. |

