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| **EDUCATIONAL TRAVELING Projects** |

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PROJECT

[**TEAM MEMBERS** 2](#_Toc119809350)

[**TOPIC** 2](#_Toc119809351)

[SUMMARY 2](#_Toc119809352)

[**STAGES OF REALIZATION** 2](#_Toc119809353)

[LEVEL OF COMPLEXITY 3](#_Toc119809354)

[**USED TECHNOLOGIES** 3](#_Toc119809355)

[CONCLUSION 3](#_Toc119809356)

[ALGORITHMIC SCHEME 4](#_Toc119809357)

# TEAM MEMBERS

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| NAME | CLASS | ROLE | EMAIL |
| **Zhasmina Mihaleva** | 10G | Scrum Trainer | ZSMihaleva20@codingburgas.bg |
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# TOPIC

The topic of the project was to create a C++ game or software for a traveler making his way through Europe. The idea is to accumulate points from history and geography questions, learning new information.

# SUMMARY

## **STAGES OF REALIZATION**

We started our project by clarifying its main purpose of it. This was followed by choosing a name for our team and assigning roles to everybody.

We selected the needed information and came up with some initial ideas. Then we decided which one was the best of them. After that, we started working on the project.

## LEVEL OF COMPLEXITY

Teamwork can be very hard sometimes. Starting with scheduling a perfect time for everybody to begin working on the project. This was probably the hardest part.

In addition to that, working in a team can be very stressful. You should listen to everyone’s ideas and opinions before deciding anything.

Lack of time can be a problem too but in the end, we managed to work it out.

## **USED TECHNOLOGIES**

The technologies used are **Visual Studio** as our code editors (And adding **SDL** library to our project), **GitHub** for collaborative work, **Microsoft Teams** and **Discord** for connection and communication, **PowerPoint** for preparing a Presentation, **Word** for preparing Documentation, **Excel** for the QA tests and **Figma** for photo and graphic processing.

## CONCLUSION

In conclusion, this project helped us improve our skills in working as a team. We learned how to stay calm and patient even through hard times. It also brought us closer together.

# ALGORITHMIC SCHEME

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