TEAM S.W.A.G

EDUCATIONAL TRAVELLING



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# IDEA OF THE PROJECT

# TEAM MEMBERS

|  |  |
| --- | --- |
| **№** | **Roles in the team** |
| **1** | Konstantin Dinev – Scrum trainer |
| **2** | Victoria Bolashikova – Back-end developer |
| **3** | Kaloqn Dimov – Back-end developer |
| **4** | Gergana Bineva – QA Engineer |

# PROJECT DESCRIPTION

|  |  |
| --- | --- |
| **№** | **Description** |
|  | **General idea** The main idea for this project was to create a C++ game about players travelling around Europe. In the game you can choose to complete a quest in five countries from the Balkan Peninsula. |
| **2** | **Used technologies**  For our project are Visual Studio 2019 as our IDE, Microsoft Teams for connection and communication, MediBang Studio for creating the game design and the logo, GitHub for collaborative work, PowerPoint for creating the presentation, Word for creating documentation and Excel for the QA tests. |
| **3** | **Teamwork**  Our main platform for communication was Microsoft Teams. During the project, we met almost every day. During that time the Scrum Trainer assigned tasks, tracked the progress and discussed further work. |

# PERFORMED TASKS

|  |  |
| --- | --- |
| **№** | **Completed tasks** |
|  | **Create a main menu** Using the main menu it will be easier to navigate throughout the game. |
| **2** | **Create a settings menu**  In the settings you can change the theme and your hero. |
| **3** | **Implementing a selection option**  When the map is loaded you can select a certain country and start a quest or save your progress in a checkpoint. |
| **4** | **Create quests and checkpoints for the countries**  For five out of the seven countries were created certain quests and for the other two were created checkpoints where you can save your progress. For each country there is a unique design and theme. |
| **5** | **Create QA documentation**  In the QA documentation, you can find all actions and steps in our project that have been tested for functionality. |
| **6** | **Make the README file**  In the readme file, you can get a quick overview of the project. We have added the programming languages we have used, a demo of our project and option from where to install it. |
| **7** | **Make the documentation**  The documentation provides very useful information in terms of the technical aspect. You can learn pretty much everything by reading it. |
| **8** | **Make the presentation**  We have created a short presentation to quickly show what we have done. |

# FUNCTIONS

# BLOCK DIAGRAM

