Team

The-los-pollos-hermanos-family  


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**1. Technical Implementation**

**1.1 Roles**

|  |  |
| --- | --- |
|  |  |
|  | Kliment Georgiev Tenev 10G – Scrum Trainer |
|  | Denis Nikolaev Kolev 10V – Backend Developer |
|  | Dani Stanislavov Gramatokov 10B – Backend Developer |
|  | Steliyan Dimitrov Kehayov 10B – QA Engineer |

**1.2 Contribution From Everyone**

|  |  |
| --- | --- |
|  |  |
| 1. 1 | Kliment Tenev:  GitHub Repository, presentation, documentation, giving tasks to the other contributors and helping with the design |
|  | Denis Kolev:  Design and structure of the game, map of Europe, Button corresponding which its each country, questions |
|  | Dani Gramatikov:  Help and make Main menu, buttons and design |
|  | Steliyan Kehayov:  QA documentation and images that were used in the project |
|  |  |

**2. About the project**

**2.1 Idea**

**- The goal of our project is to make a game related to the subjects of geography and architecture.**

**2.3 Work**

**1) The first thing we did was assemble our team and define roles. Then we chose a place to communicate. Our next task was to come up with an idea for the project and allocate the tasks.**

**2) After the tasks were distributed, everyone started working on their part.**

**3) The last part was to finalize our GitHub repository and prepare for the presentation.**

**Game Description**

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| --- | --- |
| 1 | Main menu Gives basic options related to the game |
| 2 | Geography Game (“Info” page) A page related to geography where you can find some information related to a country chosen by you or a randomly-selected one, along with an image of it on the world map |
| 3 | History Game (“Quiz” page)  A page related to history where you can test your knowledge by answering questions related to the history of a randomly-picked country. |
| 4 | “Contact Us” page  A page that is used if you have any questions or suggestions related to both games |

**3. Taken Steps**