A pixelated monkey in a space suit

Description automatically generated

Contents

[**Project description** 2](#_Toc136642193)

[**Team information** 2](#_Toc136642194)

[**Ways of Realization** 2](#_Toc136642195)

[**Block scheme** 3](#_Toc136642196)

# **Project description**

* A quiz game for Solar System.
* The project was built by using C++ .

# **Team information**

|  |  |  |
| --- | --- | --- |
| № | Name | Role |
| 1 | Stefan Ivanov | Scrum trainer |
| 2 | Viktor Kanev | Back-end Developer |
| 3 | Mihail Nikolov | Back-end Developer |
| 4 | Veselin Boyanov | Back-end Developer |

# **Ways of Realization**

|  |  |  |
| --- | --- | --- |
| № | Issue | Solution |
| 1 | Task Distribution | When we distributed the tasks, we took in consideration the skills of each member and where he could be most productive.  For each task, we made a GitHub issue which helped us to stay in track and made it easy for each member to see his tasks. |
| 2 | Task Completion | There were team meetings almost every day where we discussed problem and the overall state of the project.  Each member worked in a convenient for him time. When he was ready with his part of the project, he committed it to GitHub and closed the respective issue. This made it easy to track the progress of the project. |
| 3 | Deadlines | In our GitHub repository, there were also milestones for each of the four weeks.  We split out issues based on how hard they are and how necessary they are for the project. |