

**SPACE EXPEDITON**

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Description automatically generatedTEAM Astro VoyagerS

**MADE BY**

Astro VoyagerS

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IDEA OF THE PROJECT

Players pilot spacecraft through uncharted space, engaging in battles with hostile planets. Defeating planets reveals astronomy facts, blending action with education

TEAM MEMBERS

|  |  |
| --- | --- |
| № | Roles in the team |
|  | Dean Petkov – Scrum trainer |
|  | Lachezar Gospodinov – Backend developer |
|  | Nedqlko Libchev - Backend developer |
|  | Nikolay Kulov – Backend developer |

PROJECT DESCRIPTION

|  |  |
| --- | --- |
| № | Description |
|  | Idea in general.  Players pilot spacecraft through uncharted space, engaging in battles with hostile planets. Defeating planets reveals astronomy facts, blending action with education |
|  | How can you access the project ?  You can find our project on GitHub. You can access the files by installing the repository, or paste this to your console - https://github.com/codingburgas/2324-space-sprint-project-astro-voyagers.git |
|  | Team work.  Our main communicating platform is Microsoft Teams. During the project we met almost every day, so that everyone can catch up with the work. |
|  | What technologies are used?  The technologies used are **Visual Studio & Visual Studio Code**  as our code editors , we used **GitHub** for collaborative work, **Microsoft Teams** - connection and communication, **PowerPoint** - preparing a Presentation, **Word** - preparing Documentation. |

PERFORMED TASKS

|  |  |
| --- | --- |
| № | Completed tasks |
| 1 | Create the app menu  This is the starting point in the app. In there you can start the game. |
| 2 | Test the game  Testing the game ,how it woks and if there is some bugs. |
| 3 | Fix some bugs  Wefiz the bugs that we found. |
| 4 | Make the README file  In the readme file you can get a quick overview of the project. We have added the programming languages we used, the diagrams and the demos of the project. |
| 5 | Make the documentation  The documentation provides very useful information in terms of the technical aspect. You can learn pretty much everything by reading it. |
| 6 | Make the presentation  We have created a short presentation to quickly show what we have done. |