

*Documentation*

Table of Contents

[1. Team 2](#_Toc160054128)

[2. Introduction 2](#_Toc160054129)

[3. Method and manner of implementation 3](#_Toc160054130)

[4. Summary 3](#_Toc160054131)

[5. Libraries 3](#_Toc160054133)

[6. Block scheme 4](#_Toc160054134)

# Team

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| # | Roles in the team |
| 1 | Hristo Rusev – Scrum Trainer |
| 2 | Ivan-Mihail Ivanov – Back-End developer |
| 3 | Teodora Skulieva – Back-End developer |
| 4 | Zlatin Lazarov – Back-End developer |

# Introduction

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| # | Introduction |
| 1 | *What is the product?*  Offering a variety of mini-games and interactive planetary lore, take this new command blocking system developed by highly skilled engineers on a whirlwind adventure through the universe in. The program offers replayability and fun learning experiences for all ages. |
| 2 | *Main stages in the realization?*  First Week – Create the idea  Second Week – Start coding  Third Week – Make final touches Fourth Week - Realization |
| 3 | *Communication?* Communication is realized through Microsoft Teams. Thanks to all the features and the provided visualization – on-screen communication and feedback are sufficiently completed. |
| 4 | *What technologies are used?* The technologies that are used are Visual Studio 2022 as IDE, C++ as a programming language. Microsoft Word for documentation. Microsoft Teams as a communication channel. Adobe Photoshop and Adobe Illustrator as a design for the logo. Microsoft PowerPoint as a presentation tool. Git and GitHub as a collaborative workplace. |

# Method and manner of implementation

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| # | Method and manner of implementation |
| 1 | *Productive work.* The tasks are defined in a way that everyone is aware of the tasks performed so far to present and answer quickly, clear, and accurately, and teamwork is more efficient and productive. |
| 2 | *Distribution of tasks* For each task, a person is selected who is more familiar with the field and will be able to perform the task in the most competent way possible. |
| 3 | *Terms* Observance of dates was reminded by the Scrum Trainer. A meeting of the team is held every week to discuss the amount of time needed to complete the assigned task. |

# Summary

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| Astros’ game package has 4 mini-games, designed for all ages. Dive into the cosmos with ASTROS! Our program consists of 4 minigames, aiming to test your trivial knowledge and help you learn more about space in a fun and exciting way. |

# Libraries

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| # | Which Libraries did we use? |
| 1 | *<Windows.h>* It contains declarations for all of the functions in the Windows API. |
| 2 | *<conio.h>*  It includes inbuilt functions like getch() and clrscr(). |
| 3 | *<cstdlib>*  Includes functions involving memory allocation, process control, conversions and others. |
| 4 | *<ctime>*  Convert Time to Character String. |
| 5 | *<string>*  Provides support for such objects with an interface similar to that of a standard container of bytes, but adding features specifically designed to operate with strings of single-byte characters. |

# Block scheme

