pROJECT dOCUMENTATION

E.C.C.C

[1. Team 2](#_Toc160047384)

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[ Konstantin Nachev(Back-End Developer) 2](#_Toc160047388)

[2. ENCOUNTERED DIFFICULTIES 2](#_Toc160047389)

[3. Used programs and languages 3](#_Toc160047390)

[ C++ 3](#_Toc160047391)

[ Visual Studio Code 3](#_Toc160047392)

[ Word 3](#_Toc160047393)

[ PowerPoint 3](#_Toc160047394)

[4. Resume 4](#_Toc160047395)

[5. Idea 4](#_Toc160047396)

[6. Workflow 4](#_Toc160047397)

[7. CONCLUSION 4](#_Toc160047398)

[8. Wiremap 5](#_Toc160047399)

# Team

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# ENCOUNTERED DIFFICULTIES

**During our work process, we didn’t encounter many problems with our teamwork. As per encountered difficulties, the only two that we met is the limited time and learning the graphic library RayLib.**

|  |
| --- |
| Difficulty: |
| 1 – Not Challenging / 10 – Challenging |

|  |  |
| --- | --- |
| Communication | 2/10 |
| Teamwork | 3/10 |
| Code | 4/10 |
| Role Distribution | 1/10 |



# Used programs and languages

## 

## C++

C++ is a versatile programming language widely utilized for developing various applications and software programs.

## Visual Studio Code

Visual Studio is a comprehensive integrated development environment (IDE) utilized for building and managing software applications across different platforms and languages.

## Word

Word is a widely used word processing software by Microsoft, offering a user-friendly platform for creating, editing, and formatting documents of all kinds. It boasts extensive features for efficient document creation and collaboration, making it indispensable for individuals and businesses alike.

## PowerPoint

PowerPoint is a popular presentation software developed by Microsoft, widely used for creating dynamic and visually appealing slideshows. It offers a user-friendly interface and a rich set of features for designing and delivering professional presentations. With its intuitive tools for slide layout, content creation, and multimedia integration, PowerPoint enables users to communicate ideas effectively and engage audiences across various settings, from boardrooms to classrooms. Whether for business presentations, academic lectures, or creative projects, PowerPoint provides the versatility and flexibility needed to captivate and inform audiences with compelling visual presentations.



# Resume

Greetings! We're E.C.C.C™, the creators behind the game ECCC. Our primary aim with this game is to transport players into a captivating cosmos of exploration. To ensure a visually appealing experience, we've crafted our design to be both straightforward and aesthetically pleasing. This was accomplished through the utilization of hand-drawn pixel art and freely available textures.

# Idea

When the team convened for our inaugural meeting, our minds buzzed with possibilities. Amidst a flurry of ideas and proposals, we settled on crafting a game set in the year 2035. Our envisioned game thrusts players into the depths of the solar system, long after humanity's departure. Tasked with exploration, participants embark on a journey to analyze distant planets, discerning which hold the promise of habitation.

# Workflow

Regarding our work progress, it proceeded seamlessly, encountering no significant obstacles. Despite occasional disagreements over color schemes and stylistic elements, we remained steadfast in our shared vision and ultimately achieved our objectives.

# CONCLUSION

Ultimately, it was evident that given additional time, we could have significantly enhanced our project. Our experience provided valuable insights into new technologies and tools, notably Unity, C#, and overall design and writing principles. Despite the enjoyable journey, it was not without its challenges, teaching us invaluable lessons in teamwork, time management, and effective repository utilization.

# Wiremap