****

**MBP**

**TABLE OF CONTENTS**

[**TEAM MEMBERS** 2](#_Toc159931012)

[**ABOUT THE OUR PROJECT** 2](#_Toc159931013)

[**PROJECT DESCRIPTION** 3](#_Toc159931014)

[Teamwork. 3](#_Toc159931015)

[Technologies used 3](#_Toc159931016)

[**COMPLETED TASKS** 4](#_Toc159931017)

[Come up with the idea 4](#_Toc159931018)

[Make issues 4](#_Toc159931019)

[Start with all the game modes 4](#_Toc159931020)

[After choosing an idea we had to implement the game modes in the application. 4](#_Toc159931021)

[Add the custom levels 4](#_Toc159931022)

[Make the presentation and the documentation 4](#_Toc159931023)

# **TEAM MEMBERS**

|  |  |
| --- | --- |
|  | **Roles in the team** |
| **1** | Milko Barev – Scrum Trainer |
| **2** | Aleks Serdzhiev – Backend developer |
| **3** | Boris Rusinov – Backend developer |
| **4** | Stanislav Radev – Backend developer |

# **ABOUT THE OUR PROJECT**

MBP (Modern Bright Planetologists) is a team of young and ambitious people that want to teach people about the planets and physics of the endless universe in an entertaining way.

# **PROJECT DESCRIPTION**

|  |  |  |
| --- | --- | --- |
|  | **Description** |  |
| **1** | The idea: We wanted to show that physics and learning doesn’t have to be boring with a variety of different game modes and levels, some of which custom. The custom levels allow the user to compete with his friends and learn together while having fun! |  |
| **2** | Teamwork.  Our main communicating platform was Microsoft Teams. During the given time we wasted no time and started working on the project as son as we had an idea. Even though Aleks had a serious problem with Git we made sure that his work was saved by commiting it through us. |  |
| **3** | Technologies used  The technologies we used are **Visual Studio** as our main code editor, **GitHub** for collaborative work, **Git** as a source control tool, **Microsoft Teams** for connection and communication, **PowerPoint** for the presentation, **Word** for the documentation. |  |

# **COMPLETED TASKS**

|  |  |
| --- | --- |
|  | **Completed tasks** |
| **1** | Come up with the idea  We brainstormed some ideas until we find something all of us liked. |
| **2** | Make issues  We made a variety of issues in Github so that everybody knew what he had to do. |
| **3** | Start with all the game modes  After choosing an idea we had to implement the game modes in the application. |
| **4** | Add the custom levels  We wanted the users to have a complete experience and have fun with their friend so we added custom game modes to two of the game modes. |
| **5** | Make the presentation and the documentation  Every good project needs a good presentation and a well put together documentation so that the project has used all of its potential. |