STARGAZERS

Console Application about “Space”

1.Project Information and plan

* We created the Console Application using Visual Studio in a month.

2.Team Information

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| **№** | Roles in the team |
| 1 | Petar Dimitrov – Scrum Trainer |
| 2 | Martin Dimitrov – Front-end Developer |
| 3 | Petko Kovachev – Front-end Developer |
| 4 | Kaloyan Petrov - Front-end Developer |

3.Introduction

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| **№** | Introduction |
| 1 | **What is the project about?**  The Console Application contains interesting information about space and a couple other functions that can make your user experience better. |
| 2 | **How can you access it?**  You can read about our collaborative work on GitHub and access our project’s repository files. |
| 3 | **What about communication?**  We communicated through Teams due to its helpful functions like screen sharing and text channels. The team was well connected, and the work was efficient. |
| 4 | **What programs were used?**  We used GitHub for file management and collaborative work, Visual Studio and Visual Studio Code for code editing, MS Teams for communication, MS PowerPoint for our presentation, MS Word for the documentation. |

4.Ways of Realization

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| **№** | How did we do it? |
| 1 | **Task Distribution**  The Tasks were distributed based on the skillset of everyone. We also notified each other when a commit was made so everyone can stay up to date with the collaborative work. This way our team was as productive as possible. |
| 2 | **Task Completion**  We had meetings to track the development of the website and help each other progress further. We also resolved issues and shared ideas. |
| 3 | **Deadlines**  In these meetings, we also discussed time management, how specific parts were coming along, what everyone had done in their specified time and what should be completed soon. |

WORK PLAN

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| № | Task Breakdown |
| 1 | **Creating the main menu**  The console options were created by our Developers. They are used to navigate through the Application. |
| 2 | **Design**  The design of the console was done by our developers. |
| 3 | **Website pages**  All the options were developed by our Developers. |
| 4 | **Documentation**  Our Scrum trainer created the documentation with the help of our Developers using MS Word to sum up the basic idea of the Console Application. |
| 5 | **Presentation**  The presentation was created by our Scrum trainer with the help of our Developers to explain the concept of the Console. |