# AutoDorm

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# Project description:

* AutoDorm is an innovative platform created to make renting a car easier. Our platform is aimed at people of all abilities. We have cars for people who want to drive in the city, and we have cars for the higher class.
* The project was built using HTML and CSS.

# Team information:

**Name Role**

**1** Antonio Ivanov Scrum Trainer

**2** Georgi Gakev Designer

**3** Ivan Lapchev Front-end Developer

**4** Beray Nuri Front-end Developer

# Project information:

**№ Information**

**1** **Description:**

AutoDorm is a website for a car rental service, built using HTML and CSS. The goal of the site is to present a clean and professional interface where users can view and book available rental cars, learn about rental terms, and find contact information.

**2** **Communication:**

For communication we used Microsoft Teams, and we got together in the dorm. We also used GitHub for collaborative work. It made it way easier to work.

# Technologies used:

**№** **Technology Usage**

**1** Visual Studio Code Used as IDE / Text editor

**2** GitHub For collaboration

**3** HTML For creating the structure of the website

**4** CSS For styling the website

**7** Word For making of the documentation

**8** PowerPoint For making of the presentation

**10** Microsoft Teams For communication

**11** Canva For designing the presentation

# Ways of Realization:

**№ Issue**

1. Task Distribution

Solution: When we distributed the tasks, we considered each member's skills and assigned them where they could be most productive. We also created issues in GitHub and assigned milestones.

1. Task Completion

Solution: We held team meetings nearly every day to discuss issues and the project's overall status. Each member worked at their own convenient times. When a member completed their part of the project, they committed it to GitHub. This allowed us to easily track the project's progress.

1. Deadlines

Solution: The Scrum Trainer set deadlines for each task given and made sure to take into account each task’s difficulty.