Zipcar

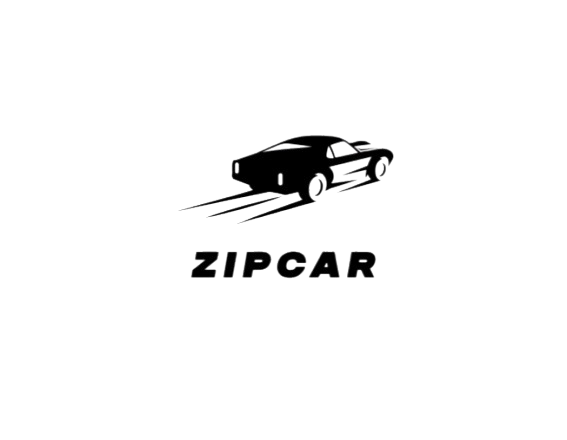


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5. About us

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| Name | Role | Grade |
| Juliana Stoykova | Scrum Trainer | 8V |
| Vladimir Kosev | HTML developer | 8G |
| Nikoleta Georgieva | CSS developer | 8B |
| Simona Subeva | Designer | 8A |

II. The idea of the project

Zipcar is an intuitive platform that connects people looking for rental cars with a diverse fleet of vehicles—whether it’s an economical city car, a luxury ride for a special event, or an adventurous off-road beast. The focus is on ease of use, transparency, and customization.

III. Stages of work

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| № | Stages |
| 1st week | Assembling the team  We gathered and distributed the roles, so each person can work on the field that is most competent with. We started thinking about an idea for the project |
| 2nd week | The process of creating  Every week we met and discussed how we were progressing with the project. Each member fulfilled their duties and if we fell behind with our project we helped each other |
| 3rd week | Finishing the project  After we finished with the project and the documentation, we fixed some bugs and made the overall user experience a bit more pleasant. |
| 4th week | Presenting the product  After weeks of hard working we finished the project and now it is ready to be presented. |

IV. Used technologies

1. Github - for the synchronization of duties and project storage.
2. MS PowerPoint - for the creation of the presentation.
3. MS Word - for the creation of the documentation.
4. Visual Studio 2022 - IDE for project development.
5. Teams – To communicate with our team members