Audo



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# Team

Scrum Trainer

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Backend Developers

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Denis Ali Yusein (10V)

QA

Simeon Stiliyanov Stefanov (9b)

# Summary

## **Objectives**

Audo’s main purpose is to provide a comprehensive online school platform, ideally tailored for educators, making note-taking and class management easier and more efficient. With our user-friendly interface, teachers and students can create classes, organise their notes, and grade participants with the click of a button. The secure invitation-only access provides privacy and control. Audo fills a gap in online educational apps with it’s security, easy navigation, organisation, and appeal.

## **Main stages in the development**

1. **Exploration**

In the initial phase, our team gathered regularly to brainstorm and explore various ideas and solutions applicable to the project’s design and purpose.

1. **Design**

Denis Ali Yusein put his effort in designing the project on the Figma program and with the team’s work, we managed to end up with a final design sheet. 

1. **Development**

Step by step, week by week and task by task our application was gradually materialising. Development involved a process of collaborative and focused work and despite encountering obstacles along the way, we always found solutions, ensuring the project’s advancement continued.

1. **Introducing**

Audo’s introduction through the presentation was divided equally between the members of our team, allowing each to discuss their own contributions.

## **Stages of the scrum methodology**

1. **Assignment Analysis:**

The initial tasks, which the scrum trainer involved, were examining the project brief to understand it’s requirements and setting a work direction based on doing so.

1. **Team’s first meeting**

During our first team gathering, organised by the scrum trainer, the team collectively brainstormed ideas and figured out the name of the project.

1. **How the idea was generated**

Generating project ideas primarily fell on the shoulders of the scrum trainer. Presenting the most promising ideas, refining concepts and suggesting them to the team was necessary for the team leader.

1. **Task Assignment**

Considering each member’s individual capabilities, the tasks were assigned accordingly and each person was given a deadline.

1. **Team Communication**

Dedicated group discussions featuring all team members and regular updates were required for effective communication and were implied by the scrum trainer. Often progress checks were made systematically and uncertainties were at all times addressed professionally.

1. **Project Presentation**

The scrum trainer’s job was assigning each member a piece of the presenting process, taking into consideration where the person contributed to the project.

* **Implementation**

**Software for programming our project are** [**Visual Studio 2022**](https://visualstudio.microsoft.com/) **and** [**Qt Design Studio**](https://www.qt.io/)

**For the creation of our design the main program is** [**Figma**](https://www.figma.com/)



**Our collaboration tools are** [**GitHub**](https://github.com/) **and** [**Git**](https://git-scm.com/)**.**

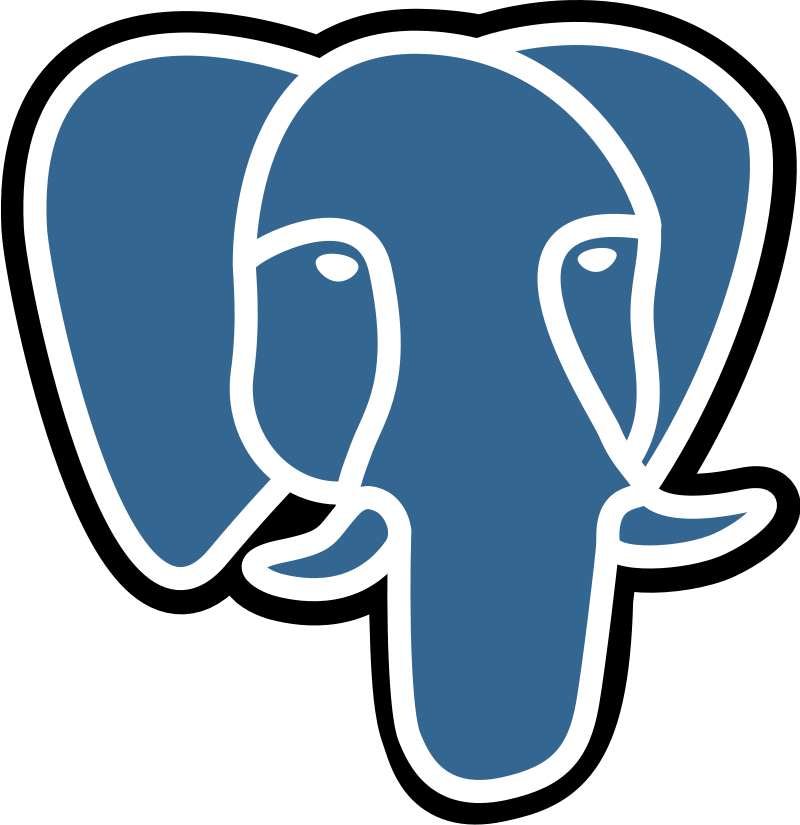
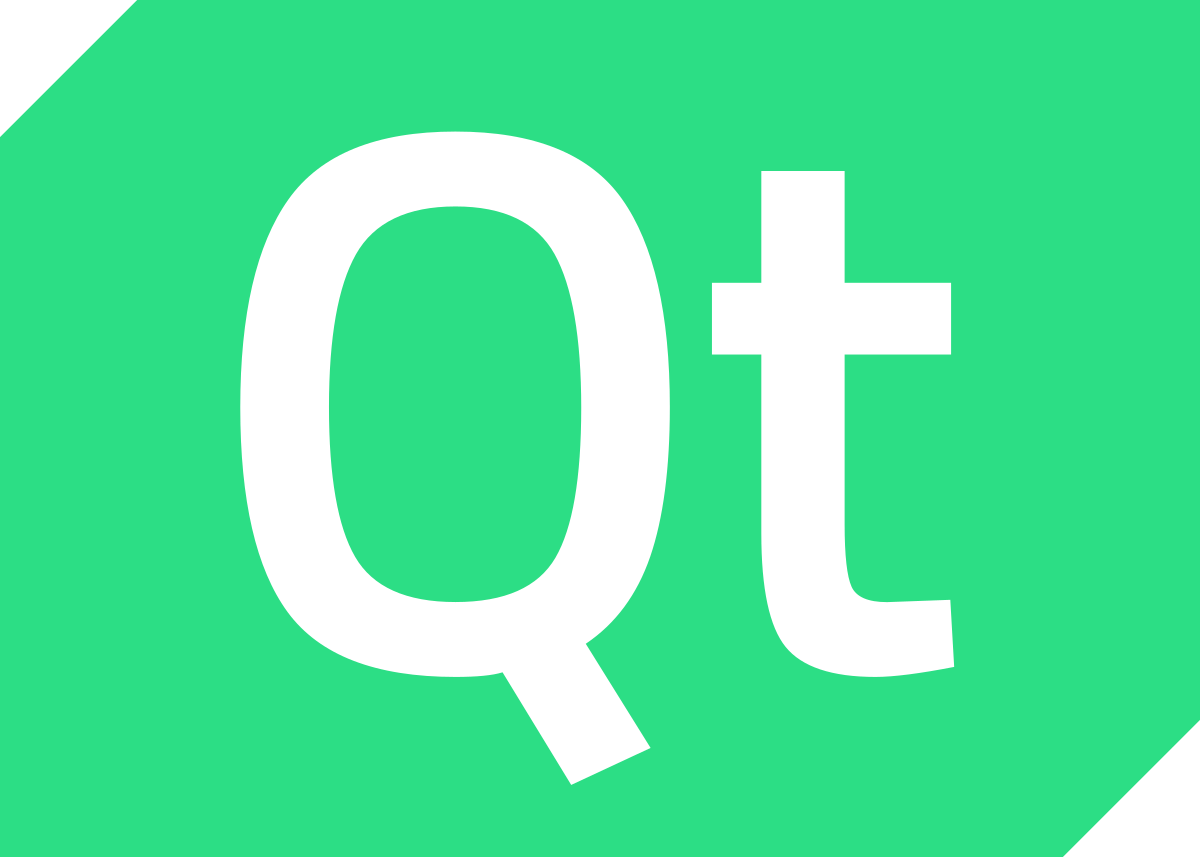




**Programming languages we have programmed in are C++**



**The technologies, libraries and instruments used in our project are** [**Premake**](https://premake.github.io/)**,** [**PostgreSQL**](https://www.postgresql.org/)**,** [**Qt**](https://www.qt.io/)



**Software used for the presentation of the project are** [**Microsoft Word**](https://www.microsoft.com/en-us/microsoft-365/word) **and** [**Microsoft PowerPoint**](https://www.microsoft.com/en-us/microsoft-365/powerpoint)





# **Audo’s block scheme**

# Conclusion



**Audo presents a revolutionary approach into online schooling, providing an innovative and efficient note-taking, class management and grading system. Development involved continuous collaboration and effort, despite the challenges we faced along the way. Additionally, regular updates keep Audo fresh and up-to-date, meeting the changing needs of its users.**