**VIKINGS**

**EDUCATIONAL TRAVELING**

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PROJECT IDEA

**The goal of the project is to create a game based on Educational traveling.**

TEAM MEMBERS

|  |  |
| --- | --- |
| Name | Role in the team |
| Ivan Chelebiev | Scrum Trainer |
| Lubomir Georgiev | Back-end developer |
| Eric Ivanov | Back-end developer |
| Stanislav Yordanov | QA engineer |

STAGES OF THE PROJECT



PERFORMED TASKS

|  |  |
| --- | --- |
|  | Performed tasks |
| 1 | Create the first stage of the backend  The design was created so that users can easily navigate through the site and find what they are searching for. |
| 2 | Create a main menu  On our main menu you have an option to play the game, configure the settings, see the game rules, and quit the game |
| 3 | Create the game structure  The game features four stages which you can choose from |
| 4 | Create the projects README  In the README of our project you can see a brief description of our project |

FUTURE IDEAS

|  |  |
| --- | --- |
|  | Future ideas |
| 1 | Finish the whole project |
| 2 | Create a play mode where you can play from other devices |