

Documentation

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# Information about our team

|  |  |  |
| --- | --- | --- |
| **Name** | **Class** | **Roles** |
| Maria Ilcheva | 10 V | **Scrum Trainer** |
| Vanina Teneva | 10 G | **Scrum Trainer** |
| Simeon Redanski | 9 A | **Back-end Developer** |
| Svetoslav Stoilov | 9 B | Designer |
| Atanas Atanasov | 8 B | Front-end Developer |
| Daniel Buzin | 8 G | Front-end Developer |
| Iva Nedkova | 8 B | Front-end Developer |

# Recap

## Main goal

Our goal is to create a game that features adventure.

## 2.2 Tasks

* We collected information about the task.
* We assigned roles.
* We made a logo.
* We made a README file, added “about” on GitHub.
* We wrote the Front-End.
* We wrote the Back-End.
* We made a design for the presentation and documentation.
* We made presentation, documentation, and QA documentation.

## 2.3 Realization (apps and language that we used)

### Apps, that we used:

* **Discord** and **GitHub** - for communication and team synchronization.
* **Unity** - for making the game.
* **PowerPoint** - for the making of the presentation.
* **Word** - for the making of the documentation.

### Programming language(s) that we used:

* **C#**
* **HTML**
* **CSS**
* **JS**

# Summary

In this school project, we learned how to work in team better. We learned new things about unity, html, css and js.