

Documentation

Contents

[1. INFORMATION ABOUT OUR TEAM 2](#_Toc107156697)

[2. RESUME 2](#_Toc107156698)

[3. MAIN GOAL 2](#_Toc107156699)

[4. TASKS 2](#_Toc107156700)

[5. USED TECHNOLOGIES 3](#_Toc107156701)

[6. TEAM LOGO 3](#_Toc107156702)

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# INFORMATION ABOUT OUR TEAM

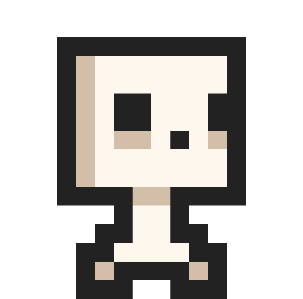
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| --- | --- | --- |
| **Name** | **Class** | **Roles** |
| **Maria Ilcheva** | 10 **V** | **Scrum Trainer** |
| **Vanina Teneva** | 10 **G** | **Scrum Trainer** |
| **Simeon Redanski** | 9 **A** | **Back-End Developer** |
| **Svetoslav Stoilov** |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

# RESUME

Our project is 2D dungeon game where you have to kill orcs and advance to new levels. In our game you can fight monsters of different ranks, collect items from chests and gain experience from past levels. Our protagonist, Ward, is sent to the underworld because he broke the rules of the upper world by burning down 7 churches. Will he cope with the obstacles of pyramis plymentum?

# MAIN GOAL

Our goal is to make a complete game that fits with our main idea. It will consist of several rooms that will represent the different levels, which will have different guardian monsters respectively. We will also make a website from which our adventure game can be downloaded.

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# 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 and documentation.

# USED TECHNOLOGIES

* + **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.
  + **C# -** for the making of our game
  + **HTML –** for the making of our website
  + **CSS –** for the designing of our website
  + **JS –** for the functionality of our website

# TEAM LOGO



