

Documentation

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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 |

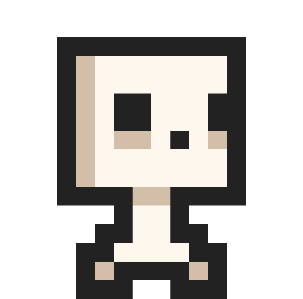
# RESUME

Our project is 2D dungeon game where you have to kill orcs and advance to new levels.

# MAIN GOAL

Our goal is to create a game that features adventure.

# 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



