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# Team

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# Summary

## Objectives

The objective of our project is to create an easily accessible database which relies on the user’s input to add information about historic events, people, places and timelines. The project is mode for researchers, educators, and history enthusiasts who want to contribute to a growing, collaborative historic record.

### Main stages in development

***1.Reflection on the topic***

In the first few days, the team met regularly to align on design ideas and select libraries, creating a clear plan.

***2.Design***

The design didn’t include a graphic library. Instead, we focused on how the console application would look like and enhanced it using simple built- in libraries.

**3.*Development***

The development of the project progressed steadily over the given period of time, with each team member assigned specific tasks to focus on. When challenges came up, we worked together to find solutions, allowing us to refine our ideas and improve the outcome.

**4*.Introduction***

For the presentation, the team decided to divide the slides so each member could discuss their contributions. The Scrum Trainer will primarily lead the presentation, as it is part of their role introducing the team and explaining the project concept.

## Stages of the scrum methodology

***Analysis of the assignment and topic***

The first task of the Scrum Trainer was to download the project brief and review the expected requirements. This helped clarify the roles within the team and outline the specific tasks each member would be responsible for.

***First team meeting***

In the first meeting, the team first decided on a team name, followed by a discussion of the project requirements and an assessment of their capabilities. The name of the application was determined later.

***Allocation of tasks***

At this stage, the Scrum Trainer understood the team’s capabilities and assigned tasks based on their strengths and the project timeline. Each team member received a fair share of responsibilities to ensure balanced task distribution.

***Communication between the team***

Communication within the team happened in a dedicated group and through the Scrum Trainer. Regular progress checks evaluated the team's achievements problems arose, team members helped each others, but not all planned goals were met.

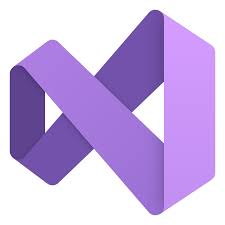
***Presentation of the project***

The presentation of the completed work will led by the Scrum Trainer, who will explain the project's concepts to the audience. Each team member will have the opportunity to discuss their contributions during the presentation.

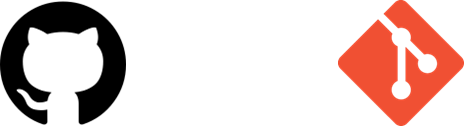


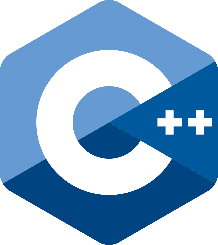
## Implementation

Softwires for programming our project are VS Code



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



The programming language we wrote our project in is C++

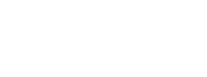
The library used in our project is SQLite

Softwires used for the presentation of the project are Microsoft Word and Microsoft PowerPoint

# Block scheme for the project

# 

# Conclusion



Our database relies on user input to add data in it, encouraging the user to go research the topic they are interested in an organize it properly in an orderly manner. Users can filter and sort the information based on different criterias and search for specific keywords in the records they have accumulated. Our app is a great motivator and can be used to store specific information which needs to be accessed at any time. This project served as a great exercise for both teamwork and using everything we have learned from previous code sprints.