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**PastPulse**

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# Roles in the team

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| № | Roles in the team |
| 1 | Teodora Daniel Skulieva - 10 V - Scrum Trainer |
| 2 | Polina Dinkova Dineva – 10 A - Backend Developer |
| 3 | Dimaya Hristova Noneva – 10 B - Frontend Developer |
| 4 | Daniela Dobreva Stoilova – 10 A – QA |

# Introduction

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| № | Introduction |
| 1 | **The idea:**  The goal of the project is to combine fun with education, making history more accessible and engaging through an interactive and gamified experience. By solving puzzles, users will not only learn about important historical events but also develop problem-solving skills and stimulate their curiosity for historical research. |
| 2 | **Where is it available?**  Our collaborative work took place in GitHub and in order for the files to be accessible to everyone, they were uploaded to the repository. Link - https://github.com/codingburgas/linked-list-sprint-project-pastpulse |
| 3 | **Communication?**  Communication is realized through Teams. Thanks to all the features and the provided visualization – on screen communication and feedback are sufficiently complete. |
| 4 | **What technologies are used?**  The technologies used are VS as Code Editor, C++ as development tool, Git and GitHub for collaborative work. Teams – connection and communication, PowerPoint – preparing a presentation, Word – preparing documentation. |

# Stages of work

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| № | Stages |
| 1st  Week | **Assembling the team:** We gathered and distributed the roles, so each person can work in the field that is most competent with. We started thinking about an idea for the project. |
| 2st  Week | **The process of creating:**  Every week we met and discussed how we were progressing with the project. Each member fulfilled their duties and if we fell behind with our project we helped each other. |
| 3st  Week | **Finishing the project:**  After we finished with the project and the documentation, we fixed some bugs and made the overall user experience a bit more pleasant. |
| 4st  Week | **Presenting the product:**  After weeks of hard work and sleepless nights we finished the project and now it is ready to be presented. |

# Method and manner of implementation

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| № | Method and manner of implementation |
| 1 | **What is the product?**  The project is a console application in C++. In it you can consolidate your knowledge of history and learn lots of new interesting facts. |
| 2 | **Role Distribution** Tasks were assigned to each team member based on their existing knowledge and expertise. This allowed everyone to strengthen their current skills while also gaining new ones. |
| 3 | **Terms**  The Scrum Trainer reminded the team to meet on time. A team meeting is held twice a week to discuss the time needed to complete the assigned task. |

# App organization

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| № | App organization |
| 1 | **Main Window**  This is the main dashboard window that acts as the entry point of the application, linking to other sections like- admin and user. |
| 2 | **Admin**  “Admin” is one of the options accessible from the main menu. This type of account can only be accessed by someone who has the appropriate rights, as they have control over adding, deleting, and modifying information within the application. A special administrative username and password are required to access this profile. |
| 3 | **User**  „User“ is the other available option from the main menu. This type of account can be accessed by anyone. With this profile, you can view all the historical materials in our application, answer questions, and also suggest ideas for adding, deleting, or modifying information. |
| 4 | **Login as USER**  Allows users to log in to the application using their credentials. |
| 5 | **Login as ADMIN**  Allows admin to log in to the application using his credentials. |
| 6 | **Register as USER**  Allows new users to register an account for the application. |
| 7 | **Simulator**  After each puzzle, the user is given the opportunity to go back in time and make important decisions about the given uprising. By answering various questions, at the end of the game he can understand whether his way of organizing the uprising was actually effective and whether the uprising would have had a happy ending. |

# About the responsibilities of the team member

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| № | About the responsibilities of the team member |
| 1 | **Scrum Trainer**   1. To assign tasks to each team member. 2. To ensure that the work is completed on time. 3. To motivate the team. 4. To assist with writing the code and implementing the main idea. 5. To write the documentation and create a presentation for the project. |
| 2 | **Backend Developer**   1. To turn the team's idea into reality. 2. Connect all project functionalities. 3. To build the code structure of the project. 4. To deal with all irregularities and code issues. |
| 3 | **Frontend Developer**   1. To make a good-looking aesthetic application. 2. To assist with writing the code and implementing the main idea. 3. To resolve issues related to menu links. |
| 4 | **QA**   1. Responsibility for creating an Excel table. 2. Checking that all functions in the project are working. 3. Records the data from the statistics in the QA table. |

# 7.Block Diagram