**Asparuh**

Contents

[**Project description** 2](#_Toc136642193)

[**Team information** 2](#_Toc136642194)

[**Ways of Realization** 2](#_Toc136642195)

[**Block scheme** 3](#_Toc136642196)

# **Project description**

* A program about movie tickets booking system
* The project was built by using c++.

# **Team information**

|  |  |  |
| --- | --- | --- |
| № | Name | Role |
| 1 | Asparuh Georgiev | Scrum trainer/backend developer |

# **Ways of Realization**

|  |  |  |
| --- | --- | --- |
| № | Issue | Solution |
| 1 | Task Distribution | When I distributed the tasks, I took in consideration my skills and properly managed my time.  For each task I made a GitHub issue which helped me to stay in track and made it easy to keep up with my progression |
| 2 | Task Completion | I worked as much as I could at every convenient for me time. When I was ready with a part of the project, I committed it to GitHub and closed the respective issue. This made it easy to track the progress of the project. |
| 3 | Deadlines | In my GitHub repository, there were also milestones for each of the four weeks.  I split my issues based on how hard they are and how necessary they are for the project. |