

**Table of Contents**

[**1.** **INFORMATION ABOUT THE TEAM** 3](#_Toc164612487)

[**2.** **OUR APP** 3](#_Toc164612488)

[**3.** **STAGES OF REALIZATION** 3](#_Toc164612489)

[**4.** **USED TECHNOLOGIES** 3](#_Toc164612490)

[**5.** **APP PLAN** 3](#_Toc164612491)

# INFORMATION ABOUT THE TEAM

|  |  |  |
| --- | --- | --- |
| **NAME** | **CLASS** | **ROLE** |
| **Iva Nedkova** | 10 B | Scrum Trainer |
| **Bozhidar Dukov** | 10 V | Back-end developer |
| **Todor Ivanov** | 10 G | Back-end developer |
| **Konstantin Nachev** | 9 A | Back-end developer |
| **Dimitar Kostadinov** | 9 A | Back-end developer |
| **Plamen Petkov** | 9 A | QA |

# OUR APP

Our idea is to create a platform where students can improve their knowledge in different subjects.

# STAGES OF REALIZATION

* We chose the name of the team
* We assigned roles
* We created the logo
* We wrote the code for the app
* We create the README.md file
* We created the presentation and the documentation

# USED TECHNOLOGIES

* **C and C++** - for creating the game
* **GitHub** - for project synchronization
* **Git** - to commit our changes
* **Visual Studio** - for writing the code
* **Power Point** - for creating the presentation
* **Word** - for creating the documentation
* **Excel** - for creating the QA documentation
* **Figma** - for creating the logo
* **Raylib** -graphics library

# APP PLAN