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# INFORMATION ABOUT THE TEAM

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| **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