**CodeSphere**

**Documentation**

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**Project idea**

* **CodeSphere Quiz 25 is an interactive C++ program featuring quizzes across various subjects. Its goal is to enhance learning efficiency through automated scoring and progress tracking.**

**Team Information**

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| **Name** | **Role** |
| **Alexandr Toder** | **Scrum trainer** |
| **Petar Stojkov** | **Backend dev** |
| **Borimir Kirov** | **Backend dev** |
| **Danail Petrov** | **Frontend dev** |
| **Teodor Enev** | **Designer** |

**Project information**

**Information**

* **Description**

**Game that helps the student to learn more and help him get better grades. Written in C++.**

* **How to access it?**

**You can access the code by cloning our repository from GitHub.**

* **Communication**

**For communication we used Discord  
because of it’s good quality screen sharing and the ease to find old photos  
from the chats with the search option.**

* **What programs were used**

**We used GitHub for file management and collaborative work, Visual Studio Code for code editing, Discord for communication, PowerPoint for our presentation, Word for the documentation**

**Ways of realization**

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| **№** | **How did we do it?** |
| **1** | **Task Distribution**  **The Tasks were distributed based on the skillset of everyone. We also notified each other when a commit was made so everyone can stay up to date with the collaborative work. This way our team was as productive as possible.** |
| **2** | **Task completion**  **Every day we held a meeting to track the development and help each other progress further. We also resolved issues and shared ideas.** |
| **3** | **Deadlines**  **In these meetings we also discussed time management, how specific parts were coming along, what everyone had done in their specified time and what things should be completed in the near future.** |

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| **№** | **Task Breakdown** |
| **1** | **Creating the main menu**  **The main menu was created by our scrum trainer. It is used to navigate in between the games** |
| **2** | **Creating the game**  **The game was created by everyone. Backend and frontend developers made the everything making the game and the main menu. The designer designed everything. And lastly the scrum trainer helped with coding and designing.** |
| **3** | **The documentation**  **The word document and the powerpoint presentation were both made by the designer.** |