**Pixel**

**storm**

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**Team**

|  |  |  |
| --- | --- | --- |
| **№** | **Name** | **Role** |
| **1** | **Ivan Ivanov** | **Scrum trainer** |
| **2** | Doni Dimitrov | **Back-end Developer** |
| **3** | **Georgi Litsanovski** | **Designer** |
| **4** | **Stilian Solinkov** | **Front-end Developer** |

**Our idea**

Our idea is to create an innovative and interactive application that makes language learning more engaging and accessible for students. Through fun tests, interactive exercises, and personalized challenges, users will be able to reinforce and develop their knowledge of different languages.

**Technologies used**

|  |  |  |
| --- | --- | --- |
|  | **Technologies** | **Usage** |
|  | **Visual Studio 2022** | **As out IDE** |
|  | **Visual Studio Code 2022** | **As out IDE / Text editor** |
|  | **GitHub and Git** | **For collaboration** |
|  | **C++** | **As programming language** |
|  | **Word** | **For the documentation** |
|  | **PowerPoint** | **For the presentation** |
|  | **Teams** | **For communication** |

**Work Plan**

| **№** | **Task Description** |
| --- | --- |
| 1 | Restructure folders and organize files. |
| 2 | Develop the grading system and test generation. |
| 3 | Implement question randomization and tracking. |
| 4 | Add support for multiple languages. |
| 5 | Fix critical bugs and optimize performance. |
| 6 | Design UI elements and improve presentation. |
| 7 | Write clear documentation and instructions. |
| 8 | Final debugging and testing. |
| 9 | Prepare final presentation and submit. |

Project Block-Scheme

Картина, която съдържа диаграма, План, Техническо чертане, линия

Генерираното от ИИ съдържание може да е неправилно.