Картина, която съдържа лого, Шрифт, Графика, символ

Описанието е генерирано автоматично  
  
UNT|CODING

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1. About Us

|  |  |  |
| --- | --- | --- |
| Name and Surname | Role | Grade |
| Presiyan Kolev | Scrum trainer | 9a |
| Dimitur Meshkov | Back-end Developer | 9g |
| Aleksandar Kostov | Front-end Developer | 9a |
| Milen Vasilev | Designer | 9v |

2. The idea of the project  
The idea of our project is to provide an easy way for you to test your knowledge of the English vocabulary.

3. Stages of work

|  |  |
| --- | --- |
| № | Stages |
| **1st week** | Assembling the team We gathered and distributed the roles, so each person can work on the field that is most competent with. We started thinking about an idea for the project. |
| **2nd week** | The process of creating Every week we met and discussed how we were progressing with the project. |
| **3rd week** | Finishing the project After we finished with the project and the documentation, we fixed some bugs and made the overall user experience a bit more pleasant. |
| **4th week** | Presenting the product After all of the hard working we finished the project and now it is ready to be presented. |

4. Used Technologies  
1. C++ - programing language used for the creation of the game.

2. Github – for the synchronization of duties and project storage.

3. Visual Studio 2022 – Where we wrote the code.

4. MS PowerPoint – Used for the making of the presentation.  
5. MS Word – Used for the making of the documentation.

5. Block Scheme  
