ByteForce

Documentation

A logo with letters in a circle

Description automatically generated

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# Our team

## 1.Roles:

|  |  |
| --- | --- |
| Participant | Role |
| Aleksey Atanasov | **Scrum trainer** |
| Petar Stojkov | **Back-end Developer** |
| Danail Petrov | **Front-end Developer** |
| Valeriya Damyanova | **Designer** |

# Project implementation

## Goals

### Needs - Our product is a crossword game designed for people of all ages to enjoy, challenging their minds, and enhance their vocabulary.

### Purpose:

|  |  |
| --- | --- |
| File: | Purpose: |
| *byteforce.sln* | *Our main file of the game* |
| *front.sln* | *This is our front page of our game* |
| *menu1.sln* | *This is our menu of the game* |
| *rules.sln* | *These are the rules for our game* |
| *Crossword\_easy1.sln* | *This is our first crossword – easy level* |
| *Crossword\_easy2.sln* | *This is our second crossword – easy level* |
| *crossowrd\_medium1.sln* | *This is our first crossword – medium level* |
| *crossowrd\_medium2.sln* | *This is our second crossword – medium level* |
| *crossword hard.sln* | *This is our first crossword – hard level* |
| *crossword\_hard2.sln* | *This is our second crossword – easy level* |

1. Action plan

2.2.1 Map of the game

Hard\_2

Hard\_1

Front page

Front page

Front page

Front page

Play

Play

Rules

Quit

Menu

Front page

1. Realization

2.3.1 Used resources

|  |  |
| --- | --- |
| Need: | Used resource: |
| For code | *Visual Studio* |
| For forming the code | *C++* |
| For work directory | *GitHub* |
| For communication | *Microsoft Teams, Discord* |
| For documentation | *Power point, Word* |
| For design | *Canva* |

Summary

* 1. Main result

By now we’ve made a game for people of all ages in case to improve and test their vocabulary

* 1. Development opportunity

In future when we improve our programming skills, we would be able to add more details to the game, by using Raylib and C++ for better design and more fun games.