**Code Forge**

**Documentation**

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**Project idea**

* **Code Forge is a team project that revolves around helping students with improving their vocabulary and spelling with the help of games like "Hangman", "Wordle" and "Word Scramble“.**

**Team Information**

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| --- | --- |
| **Name** | **Role** |
| **Bojidar Georgiev** | **Scrum trainer** |
| **Nikolai Dimitrov** | **Backend dev** |
| **Kristiyan Daradjanov** | **Frontend dev** |
| **Hristiyan Grozdev** | **Designer** |

**Project information**

**Information**

* **Description**

**Three games that improve a person’s vocabulary and spelling to a great extent. 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 Hangman**  **Hangman was created by our backend developer. It’s a game where you have a few tries to guess a word before you get hanged.** |
| **3** | **Design of Hangman**  **The design is made by the designer and the scrum trainer.** |
| **4** | **Creating wordle and scramble**  **These 2 games were made by the front and the backend developers.** |
| **5** | **Designing wordle and scramble**  **The scrum trainer and the designer did the design of the two games.** |
| **6** | **The documentation**  **The word document and the powerpoint presentation were both made by the designer.** |