DOCUMENTATION



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# Our Team

## Roles:

|  |  |
| --- | --- |
| Participant | Role |
| Ivan Ivanov | Scrum Trainer |
| Valeria Vulchanova | Frontend Developer |
| Desislava Peeva | Backend Developer |
| Teodor Despotov | Designer |

# Realization of the project

## Our goal

### Our idea

Our game is for students from 5th to 7th grade as the idea of ​​the game is to do math learning fun and interesting through games.

### As intended

|  |  |
| --- | --- |
| **Fail** | **As intended** |
| **menu.cpp**  **menu.h** | This is our main menu |
| **rules.cpp**  **rules.h** | These are our game’s rules |
| **tests.cpp**  **tests.h** | These are our fifth, sixth and seventh grade assignments |
| **gameManager.cpp**  **gameManager.h** | These are the files that manage our game |
| **button.cpp**  **button.h** | These files contain the code of our buttons |
| **testsMenu.cpp**  **testsMenu.h** | This is the menu from which we can choose which test we want to do |
| **main.cpp** | Main file |

### Project Information

We created mathematical game using “raylib” and C++, over the span of a month.

## Action plan

### Game map

Menu

Test7thGrade

Test6thGrade

Test5thGrade

Exit the program

Rules

testsMenu

Play

Rules

Exit

## Realization

### What we used

|  |  |
| --- | --- |
| Needs | Resources used |
| For writing code | *Visual Studio 2022* |
| For game layout | *C++* |
| For work environment | *GitHub* |
| For communication | *Microsoft Teams* |
| For documentation | *Power Point, Word* |
| For game design | *Figma* |

# Conclusion

## 3.1 Main result

So far, we have successfully created a game to teach fifth through seventh grade students in math.

## 3.2 Development opportunities

In the future, as we develop our knowledge, we could add various games and tests using JavaScript for easier and more fun learning.