***A black background with white text

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**Table of contents**

Table of Contents

[SUMMARY 2](#_Toc183463576)

[ Idea 2](#_Toc183463577)

[ Explanation 2](#_Toc183463578)

[ Stages of making 3](#_Toc183463579)

[TEAM 3](#_Toc183463580)

[TECHNOLOGIES 4](#_Toc183463581)

[APP MODULE 5](#_Toc183463582)

[CONCLUSION 5](#_Toc183463583)

# SUMMARY

* Idea **– Our idea is to make a Blackjack game**
* Explanation **– Blackjack is a card game, using the cards from 2-10 numbers and the goal is to collect exactly 21 points to win.**
* **You start the game with 2 cards then somebody gets the following 3 options**
* **Hit: Ask for another card.**
* **Stand: Keep your current hand.**
* **Fold: Forfeit the round.**

A pair of poker chips

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## Stages of making

|  |  |  |  |
| --- | --- | --- | --- |
|  | |  | |
| ***1st week*** | * **Thought of an idea.** * **Thought of the logo.** * **Allocated the tasks.** | | ***A white cartoon character with a question mark*** |
| ***2nd week*** | * **Started working on the code.** * **Started designing the game.** * **Started learning raylib.** * **Made the logo.** | | ***A person sitting at a desk with a computer  Description automatically generated*** |
| ***3rd week*** | * **Finished designing the game.** * **Started the presentation.** * **Started using raylib.** | | ***A cartoon of a person holding a paint brush and palette  Description automatically generated*** |
| ***4th week*** | * **Finished presentation.** * **Made documentation.** * **Finished the code.** * **Were preparing for present day.** | | ***A white person pointing at a white board  Description automatically generated*** |

# TEAM

* **Stoyan Vasilev – Designer – Made around half of the entire design**
* **Mihail Tsonkov – Scrum trainer – Made most of the code with help of the front and back end developers.**
* **Stoyan Tomov – Front-end developer – made the 4 poker chips, documentation and helped with code**
* **Victor Nikolov – Back-end developer – made 3 sprites, presentation and helped with code**

# TECHNOLOGIES

* **Microsoft Teams – For communication**
* **Github – Version control**
* **C++ - The programming language we used**
* **Visual studio – Typing the code**
* **Microsoft word – Making the documentation**
* **Microsoft powerpoint – Making the presentation**

# APP MODULE

A diagram of a diagram

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# CONCLUSION

We made a Blackjack game using graphic library and made the entire design by ourselves

The game’s goal is you to reach 21 points, as you shouldn’t go over 21, you can:

* hit ( take a new card )
* stand ( just give the turn to your enemy without taking another card )
* fold ( forfeit the round / give up / surrender to avoid losing in-case you think your cards are bad )

Mihail Tsonkov is the scrum trainer

Stoyan Vasilev is the designer

Stoyan Tomov is the front-end developer

Victor Nikolov is the back-end developer

1st week – We were just deciding our idea.

2nd week – Started working on the game code and design.

3rd week – Finished the design, started presentation and documentation.

4th week – Finished documentation, presentation, the code and got ready to present.