**Team “X”**

Documentation

**Contents**

[**Project idea 2**](#_Toc1181525610)

[**Team information 3**](#_Toc1751794830)

[**Project information 3**](#_Toc1828729461)

[**Technologies used 4**](#_Toc1798759328)

[**Work plan 5**](#_Toc917384259)

# **Project idea**

* Our team decided to recreate a simple, yet entertaining game, named Wordle. In this game you get three, five or eight attempts (depending on the mode you choose) to guess a five-letter word.

# **Team information**

|  |  |
| --- | --- |
| **Name** | **Role** |
| Roberta Hristova | Front-End Developer |
| Leya Susova | Back-End Developer |
| Nia Georgieva | Designer |
| Ekaterina Zalinskaya | Scrum Trainer |

# **Project information**

Information

1. **Description**

A game where you get three, five or eight attempts (depending on the mode you choose) to guess a five-letter word. It was written with C++.

1. **Installation**

To install the project, you can open our GitHub repository and follow the instruction in the README.md file.

1. **Communication**

Our team used Teams for communication and file sharing.

# **Technologies used**

1. Visual Studio 2022

2. GitHub

3. Word

4. PowerPoint

5. Teams

For writing the main code

For collaboration

For the documentation

For the presentation

For communication

# **Work plan**

1. Make up a feasible idea
2. Separating the tasks
3. Start writing the code

3.1. Main menu

3.2. The rest of the structure

1. Create a documentation
2. Create a presentation