

Contents

[Project Information 3](#Project_Information)

[Team Information 3](#Team_Information)

[Introduction 3](#Introduction)

[Ways of Realization 4](#Ways_of_Realization)

Block Scheme 4

Work Plan 5

Project Information

Our project is a geography quiz game, where you need to answer questions about different capitals and big cities in order to progress and earn points.

Team Information

|  |
| --- |
| Roles in the team |
| Maksim Vasilev – Scrum Trainer |
| Mihail Petrov – Game Developer |
| Daniil Chebotarev – Game Developer |
| Daniil Furnika – Quality Assurance |

Introduction

|  |  |
| --- | --- |
| What is our project? | Our project is a geography/history game where you have to answer questions about different capitals and big cities in Europe and travel between them. |
| Where you can find info about it? | You can read about the project on Github, where you may also find our work history and the project files. |
| How we kept in touch? | We communicated through Discord because it was the most convenient platform for the whole team. There we kept in touch and kept the work efficient. |
| What helped us make it? | Programs we used consisted of GitHub for file management and collaborative work, Visual Studio 2022 for code editing, MS Teams for communication, MS PowerPoint for our Presentation, MS Word for the documentation and Figma and Adobe Illustrator 2022 for our design. |

Ways of Realization

|  |  |
| --- | --- |
| Task Distribution | The Tasks were distributed based on the skillset of everyone. We also notified each other when changes were made to the project so everyone was always up to date. This way our team was as productive as possible. |
| Task Completion | We held occasional meetings to track the development of the project and help each other progress further. It also helped us resolve issues and share ideas. |
| 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. |

Work Plan

|  |  |
| --- | --- |
| № | Task Breakdown |
|  | Set up Raylib  The library was set up by the QA and the back-end developers. Having it set up permitted further with graphics and textures. |
| **2** | Design game textures  The card textures were designed by the QA in Figma. The design is strongly influenced by the card game bOOleO. |
| **3** | Load initial binary cards  The initial binary cards were loaded by the back-end developers. Initial binary cards are loaded with a function that is based on a random number that flips them. |
| **4** | Implement card deck and drawing function  The drawing function and card deck were implemented by the back-end developers. The drawing function displays a random texture from a vector that contains all the cards. |
| **5** | Add basic menu  The menu was implemented by the back-end developers. At the time it represented only some text which could help us which game mode to select. |
| **6** | Add Collision for card placement  For each card placeholder in then background a small collision rectangle was added by the back-end developers. These rectangles serve to identify the position on which the cards will stay. |
| **7** | Add drag function  The drag function was added by the back-end developers. With the help of the collision rectangles the players could move and place cards on different spots of the premade pyramids. |
| **8** | Dealing function  The dealing function was added by the back-end developers. It allowed with a single click of the card deck to display both player’s initial card decks. |
| **9** | Update menu  The menu was redesigned by the QA and set to show on start of the game. |
| **10** | Documentation  The documentation was created by the designer and our scrum-trainer using Word to summarise the website and explain its functions. |
| **11** | Presentation  The presentation was created by the designer and our scrum-trainer to explain the concept of the application, specify the used programs and establish the roles of the teams. |