TEAM SWEET SPOT

Project
for Musala Soft Sprint

March 2021

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1. Topic

The topic of our project was to create a program that helps students and teachers to communicate with each other, for different projects and activities which they are working on.

2. Authors

Scrum trainer – Emily Kehayova X A class

- EDKehayova18@codingburgas.bg
- Emily distributed the roles of the team, assigned the tasks on GitHub and organized the meetings.

Front End developer – Radina Velichkova X V class

- RVVelichkova18@codingburgas.bg
- Radina created the visual part of the program. She made it understandable, ordered and clean, so it can be more user friendly. She also made custom designs for each of the documents and the presentation and our logo.

Back End developer – Reneta Topalska X G class

- RBTopalska18@codingburgas.bg
- Reneta developed the logical part of the program by creating some good functionalities.

Quality Engineer – Todor Bozhinov X B class

- TDBozhinov18@codingburgas.bg
- Todor had the task to check the quality and the functionality of our program. He made functions that check the code and noted the bugs he found in excel by creating tables and a work plan.

3. Our goal

- Our main goal was to create a program that helps students and teachers to communicate with each other, for different projects and activities which they are working on.

- We have several future goals but the biggest one is to finish our project by adding a login form and view it as a guest option.

4. Stages of development

- The first thing we did was to form our team and to register it under the name of "The Sweet Spot". After that, we distributed the roles and assigned the tasks.

- After all of us had their task assigned everybody started doing their job. We often did meetings where we discussed our progress and tried to solve problems we had.

- When the program was done and checked we had a meeting where we discussed how we will present our project. After that, we were ready to show it.

5. Difficulties

- During the realization we had a lot of difficulties one of them was the role separation because in the middle of developing we found out that some of the team members are not fitting their tasks and skills, so we had to make changes.

- We had a lot of difficulties while working with files because it was something new and no one of the team was able to configure a program with them.

6. Functions description

Function type	Function Name	Function Description
Void	spaces	prints spaces
Int	readInt	read integer and check it if the number is correct
Void	welcome	our welcome border
Void	schoolInfo	save the school information
void	printSchoolInfo	print the school information
Void	displayMainMenu	the main menu
Void	displayShowOptions	display all options
Void	displayAddOptions	display all add options
Void	printMenu	print the main menu
Void	createTeam	create a team in teams.txt
Void	addTeacher	add teacher in teacher.txt
Void	addStudent	add student in student.txt
Void	showAllProjects	show all projects in project.txt
Void	showAllGuests	show all guests in gurst.txt
Void	showAllTeachers	show all teachers in teachers.txt
Void	showAllTeams	show all teams in teams.txt
Void	showAllStudents	show all students in student.txt
Int	stringToInt	convert string to int
Bool	isLetters	check if there are any numbers or does the first letter is in upper case
Void	countTeams	count all teams in teams.txt
Void	countTeachers	count all teachers in teachers.txt
Void	countStudents	count all students in student.txt

7. Block diagram
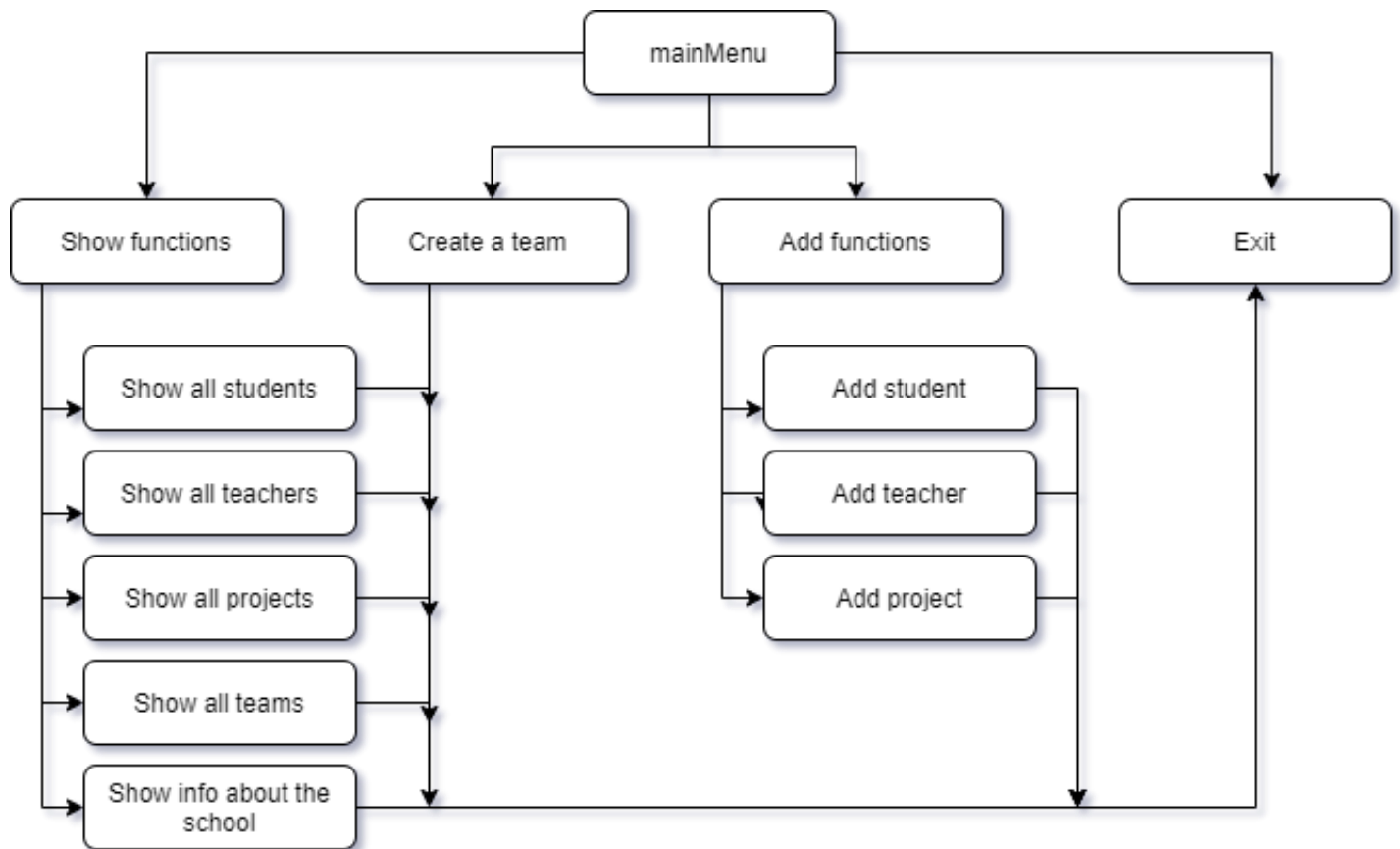
8. Used technologies

- ### Visual Studio

  We used C++ as our programing language and Visual Studio as our programming environment.

- ### Excel

  Excel was our tool for making the QA test cases.

- ### Word

  On Word we wrote our documentations.

- ### PowerPoint

  We used PowerPoint for the presentation.

- ### Slidesgo

  Slidesgo was the place where we searched for inspiration for our presentation and documentation design.

- ### GitHub

  We managed our project on GitHub.

- ### Discord & Teams

  The communication we did on Teams and Discord.

- ### Photoshop

  We used Photoshop to create our logo and the design.