STUDYWARE

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# 1. Project participants

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# 2. Project description

Our task was to create a program using C++. The theme was biology or chemistry. The requirements were that it is only on C++ with learning objective. We managed to do both tasks in time .

# 3. Summary of the project

3.1 Goal

Our goal for the project was to create an application or game that educates the user in either the sphere of biology or chemistry.

3.2 Stages of realization

1)First we assembled our team with the given criteria. Then we held our first meeting where we decided the team’s name to be “STUDYWARE” and decided to create a game on biology theme.

2)In the second stage we worked on all the tasks needed to realize our idea. We encountered many difficulties, but in the end, we had a finished product.

3)Third we created the PowerPoint presentation and the documentation for our project. After which we focused on finalizing our project.

3.3 Programs we used.

The programs we used were Visual Studio for writing the code, GitHub for committing the project , Word and PowerPoint for making the documentation and presentation, Microsoft Teams for communication and Raylib for creating the game.