Graphical user interface

Description automatically generated with medium confidence

Documentation

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1. TEchnical implementation
   1. ROLES

|  |  |
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|  |  |
|  | Ivan Tsrangalov (9V)– Scrum Trainer |
|  | Alexander Baev (9V) – Backend Developer |
|  | Mariyan Vasilev (9G) – Backend Developer |
|  | Ivan Georgiev (9G) – QA Engineer |

* 1. USED TECHNOLOGIES

|  |  |
| --- | --- |
|  |  |
|  | Microsoft Teams – Communication |
|  | Visual Studio - Coding |
|  | Word – Documentation and Test Plan |
|  | PowerPoint - Presentation |
|  | Excel – QA Documentation |
|  | GitHub – Uploading the project |
|  | Raylib – Graphic library for C++ |

* 1. REALIZATION OF THE PROJECT

The Scrum Trainer and the one Back-End developer did almost anything. The QA Engineer made the QA Documentation, the Presentation, and the Test Plan.

## **program description**

When the user starts the application, a menu is shown. That contains of 4 categories: Play, Options, Rules, and Exit. The user choices a category by typing a specific letter for each category. Letter “P” is for Play, “O” for Options, “R” for Rules and “E” for Exit. After entering a category, the user can also return to the menu by clicking typing “M”. In the Options category the user can choose how much FPS he/she wants the application to run on and also he/she can switch to Dark Mode.