

Contents

[TheUncarriables Project 2](#_Toc89700295)

[INTRODUCTION 2](#_Toc89700296)

[ROLES OF TEAM 2](#_Toc89700297)

[PRESENTATION OF THE PROJECT 2](#_Toc89700298)

[Realization of the project 3](#_Toc89700299)

[CODE PLAN 3](#_Toc89700300)

[Task performance 3](#_Toc89700301)

[TASK PERFORMANCE 3](#_Toc89700302)

# TheUncarriables Project

## INTRODUCTION

Our product is a C++ application, that was made using SDL2 and Physics. You can download the repo and play it.

## ROLES OF TEAM

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| --- | --- |
| **№** | **Roles** |
| **1.** | Ivailo Stoqnov – Scrum Trainer |
| **2.** | Denislav Bratoevski – QA |
| **3.** | Ivan Tsrangalov – Back-end developer |
| **4.** | Hakan Chandar – Back-end developer |

## PRESENTATION OF THE PROJECT

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| --- | --- |
| **№** | **Presentation of the project** |
| **1.** | What is the product?  The product is a C++ application, that was made with SDL2 and using Physics. You are a diver, and you go underwater. You can earn points by answering Physics questions correctly. |
| **2.** | Where can you find it?  You can find it in our repo, just download it and run the exe file.  Link: <https://github.com/ipstoyanov20/TheUncarriables> |
| **3.** | Communication?  We communicated by **Teams**, where we organized meetings and discussed the project. |
| **4.** | Technologies used?  The technologies we used are **Teams** for communication, **Visual studio** for writing code, **Microsoft Word** and **PowerPoint** for documentation, **Github** for our collaborative work. |

# Realization of the project

## CODE PLAN

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| --- | --- |
| **№** | **Code elements** |
| **1.** | **Algorithm**  **We had to randomize the questions in the quiz so that the user can answer different questions every time he plays the game.** |
| **2.** | **Functions**  **To randomize the questions in the quiz we used the function rand() + srand(time(NULL)) – every time it is a different random question.**  **We created our functions for the formulas in our Physics calculator and for the game.** |
| **3.** | **SDL**  **Our scrum trainer Ivailo Stoqnov is more competent in SDL, so he helped with writing the code for the game graphics.** |

# Task performance

## TASK PERFORMANCE

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| --- | --- |
| **№** | **Task performance** |
| **1.** | **Distribution of Tasks**  **Everyone of us got tasks that were best for them and they were the most competent in that area. Everyone did his part of the tasks and we eventually got everything done.** |
| **2.** | **Productive Work**  **We separated the tasks good enough so that everyone could answer questions, connected to his part of the work. This way we made the work more productive.** |