Документация

# Scrum Trainer - Светослав Стоилов

# Backend Developer- Красимира Русева

# Backend Developer- Красимира Русева

# Quality engineer- Кристияна Стойкова

# 9Бклас

A software program has been created that calculates a large part of physical phenomena. For this we have created four functions, which we have developed in more detail in the Quality\_Assurance-test. One of our functions finds regularities for speed in uniform acceleration and uniform deceleration. The second of our functions is related to the human weight of the various planets of the solar system. At the same time you can see what your weight would look like on Mars. Our third function is related to the calculation of the road, speed and time when traveling by car. Our last function is to find the electric current passed through the cross section in time.

We created a Physic Snake game related to our software program with the latest feature from the program. Electric current is the directed movement of electrons through the cross section of a conductor over time. Here's how we came to the conclusion that our Physic Snake is presented as an electric current that passes through the walls of the game just like cross-sections. The apple is characterized as a conductor in our game. This is how the game is connected to our software.

Physic Snake е игра, създадена от нашия quality engineer- Кристияна Стойкова.