**Vocational school for computer programming and innovation**



**Game project C++ for Scale Focus**

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| **Teammates** | **Role** |
| **Petar Dyakov**  **PMDyakov18@codingburgas.bg** | Scrum trainer |
| Jacqueline Yordanova  **zoyordanova18@codingburgas.bg** | Documentary and presentation |
| Mario Boshev  mvboshev19@codingburgas.bg | Site creation |
| Venilin Donchev  Vddonchev19@codingburgas.bg | C++ code |
| Mario Zlatev  MIZlatev20@codingburgas.bg | Site creation |
| Georgi Trendafilov  **GSTrendafilov19@codingburgas.bg** | C++ code |

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# Topic

# Stages of project implementation

# Presentation of the team

* Scrum trainer – Configure all things in GitHub and give tasks what to do.
* Site creators – Make the site containing information about the topic and members of the team
* C++ coders – Make the code containing the topic
* Documentary and presentation – Make the documentation and the presentation of the project.

# Conclusion

The conclusion of the project is that everyone worked hard to make the project as great as possible. We always stayed connected while doing the project and everybody did most of his tasks. Even if someone has problems with his given task others joined and assisted him no matter how hard it was.

# Goals

Our goals are to give information about different types of oceans and animals, and improve our app in the future.

# Difficulties we went through

In the beginning, we had trouble organizing the team, but after a day or two, we gave everyone their roles and we started working. We also had some trouble with file management, but we’ve overcome those challenges as well.

# Functions