geography game

Table of Contents

[TEAM 3](#_Toc119869927)

[INTRODUCTION 3](#_Toc119869928)

[FUNCTIONS 4](#_Toc119869929)

# TEAM

|  |  |
| --- | --- |
|  | Roles in the team |
| 1. | Lorena Hristova - Scrum Trainer – LSHristova20@codingburgas.bg |
| 2. | Stepan Urivko – Back-end developer / QA Engineer – SSUrivko20@codingburgas.bg |
| 3. | Raya Mavraganova – Back-end developer – RZMavraganova20@codingburgas.bg |

# INTRODUCTION

|  |  |
| --- | --- |
|  |  |
| 1. | **What is the product?**  The product is a C++ application about practicing knowledge for some countries. |
| 2. | **Where is it available?**  You can find an download our game from our GitHub Repository. |
| 3. | **Communication**  We communicate through Teams. When we have to ask each other for something important someone share their screen and help each other. |
| 4. | **What technologies are used?**   * Visual studio 2022 as IDE * GitHub to collaborate * Word for documentation * Power point for presentation * Teams for communication |

# FUNCTIONS

|  |  |
| --- | --- |
|  |  |
| void printWithDelay() | Function for text animation |
| void spaces() | Function for printing spaces |
| void welcomeFun() | Function for greeting player and input of numberOfPlayers |
| int getRandNum() | Function for getting random number in range |
| int \*bubbleSort() | Function for sorting players' scores |
| void questanswear() | Function for printing question and the answer |
| void play() | Main function which uses questanswear() |