

**Documentation**

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IDEA OF THE PROJECT

The idea of the game is to interest the players in biology, it is presented in a fun way to achieve this.

TEAM MEMBERS

|  |  |
| --- | --- |
| № | Roles in the team |
|  | Teodor Madjarov – Scrum trainer |
|  | Apostol Kupenov – Back-end developer |
|  | Ivan Tsvyatkov - Front-end developer |
|  | Lubo Dimov – Back-end developer |

PROJECT DESCRIPTION

|  |  |
| --- | --- |
| № | Description |
|  | Idea in general.  The idea is, a game that includes binary numbers and binary calculations. |
|  | How can you access the project?   * You can find our project on GitHub. You can access the files by installing the repository, or paste this to your console - git clone <<https://github.com/tsmadzharov21/atomscape.git>> |
|  | Teamwork.  Our main communicating platform was Discord. We made plan, so everybody could work. |
|  | What technologies are used?  The technologies used are **Visual Studio** as our code editor, we used **GitHub** for collaborative work, **Discord** - connection and communication, **PowerPoint** - preparing a Presentation, **Word** - preparing Documentation, **Excel** – for the QA tests. |

PERFORMED TASKS

|  |  |
| --- | --- |
| № | Completed tasks |
| 1. 1 | Find a great idea for the game  We brainstormed together until we found the best idea for a game that includes raylib movements. |
| 1. 2 | Make the game  We made the game in the way that we liked it. |
| 1. 3 | Create tests  Tests are great way to learn new things and sharpen your knowledge, by making this we challenge the customer to take a challenge and later check his results. |
| 1. 4 | Make the README file  In the readme file you can get a quick overview of the project. We have added the programming languages we used, the diagrams and the demos of the project. |
| 1. 5 | Make the documentation  The documentation provides very useful information in terms of the technical aspect. You can learn pretty much everything by reading it. |
| 1. 6 | Make the presentation  We have created a short presentation to quickly show what we have done. |

C++ FUNCTIONS

|  |  |  |
| --- | --- | --- |
| Type | Name | Description |
| Void | Init(); | Main function | |
| Void | UpdateGame(); | Updates the game | |
| Void | DrawGame(); | Draws the game | |
| Void | RestartGame(); | Restarts the game | |
| Void | mainMenu(); | Game menu | |
| Void | rules(); | Game rules | |
| Void | quit(); | Quits the game | |