

## Personnal review :

Louka:

The project was interesting. The hard part was to take care of the maven dependencies. Create the code was not simple but possible to write in the end. Charlotte wrote a big part of the program and even if she was sick Monday and Tuesday, she participated a lot in the realization of the whole program. She did the controller entirely and some parts of the view and the model. I did the view, the Javadoc and the Junit test. Guillaume on his side, made the model, the UML in big parts and in final, the work was almost perfectly distributed (even if Charlotte work too much in the beginning of the project).

Charlotte:

First it was really strange, we were totally disoriented about what to do. And we were not really allowed about where we should start. But once I started, I can't really stop myself. This was really cool to see my game growing up with the addition of different possibilities and « gameplay ». Of course, it was sometimes hard to find the solutions, but we were helped by the A3 for some difficulties.

I think the subject is cool and you must keep that idea but have to change the way that you use Maven. This is insane and give more problem than it's should solve.

In conclusion: for the most part of the time, the project is quite interesting and well done.

Guillaume:

The project was good, but maven is hard to use because we can't really see how it can help us to avoid problems because it brings us more than it solves something. The big parts of the job were distributed correctly when we look at the end of the project but at start it was difficult to see where we would be going.