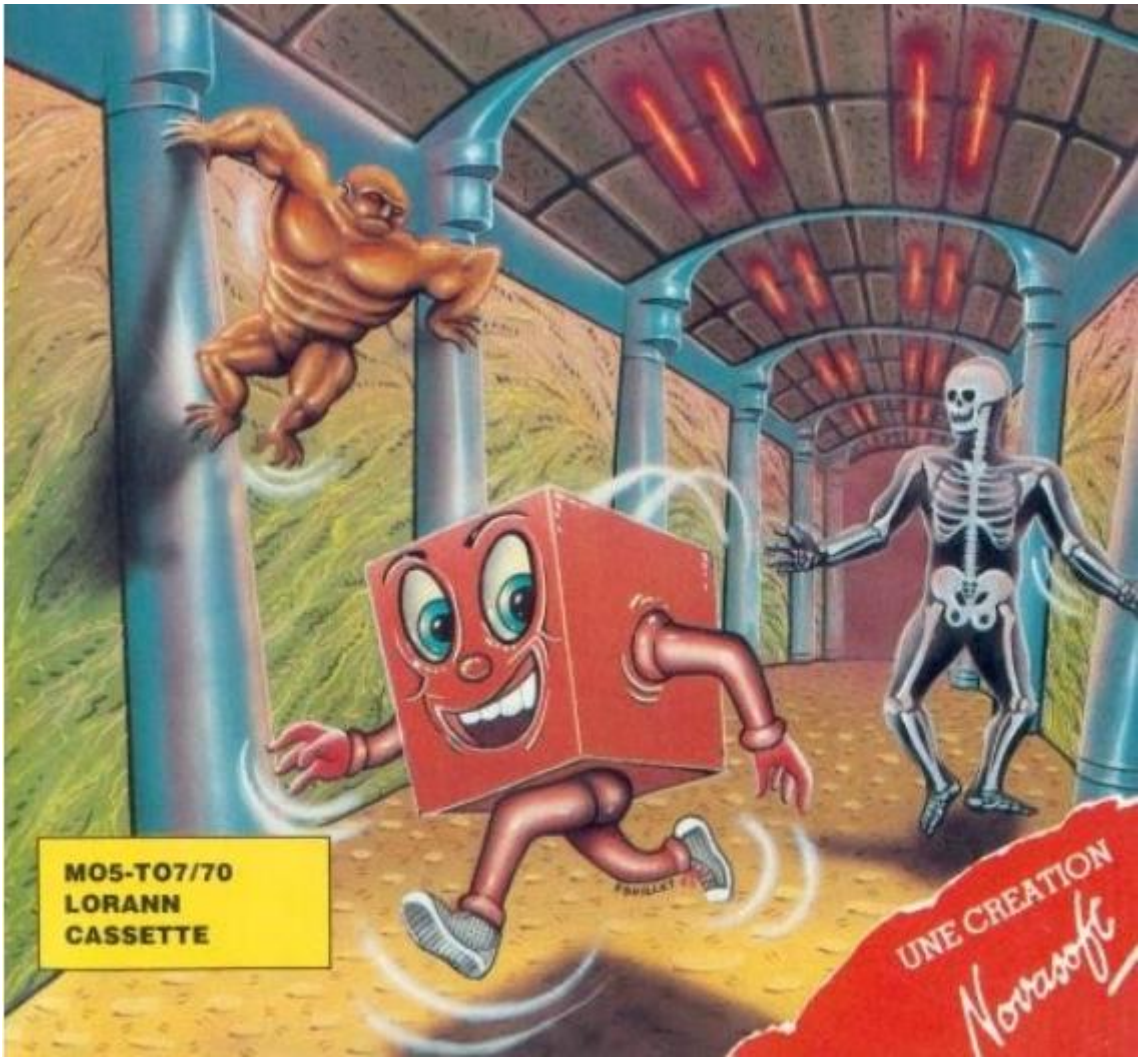
CESI exia

ÉCOLE SUPÉRIEURE D'INFORMATIQUE

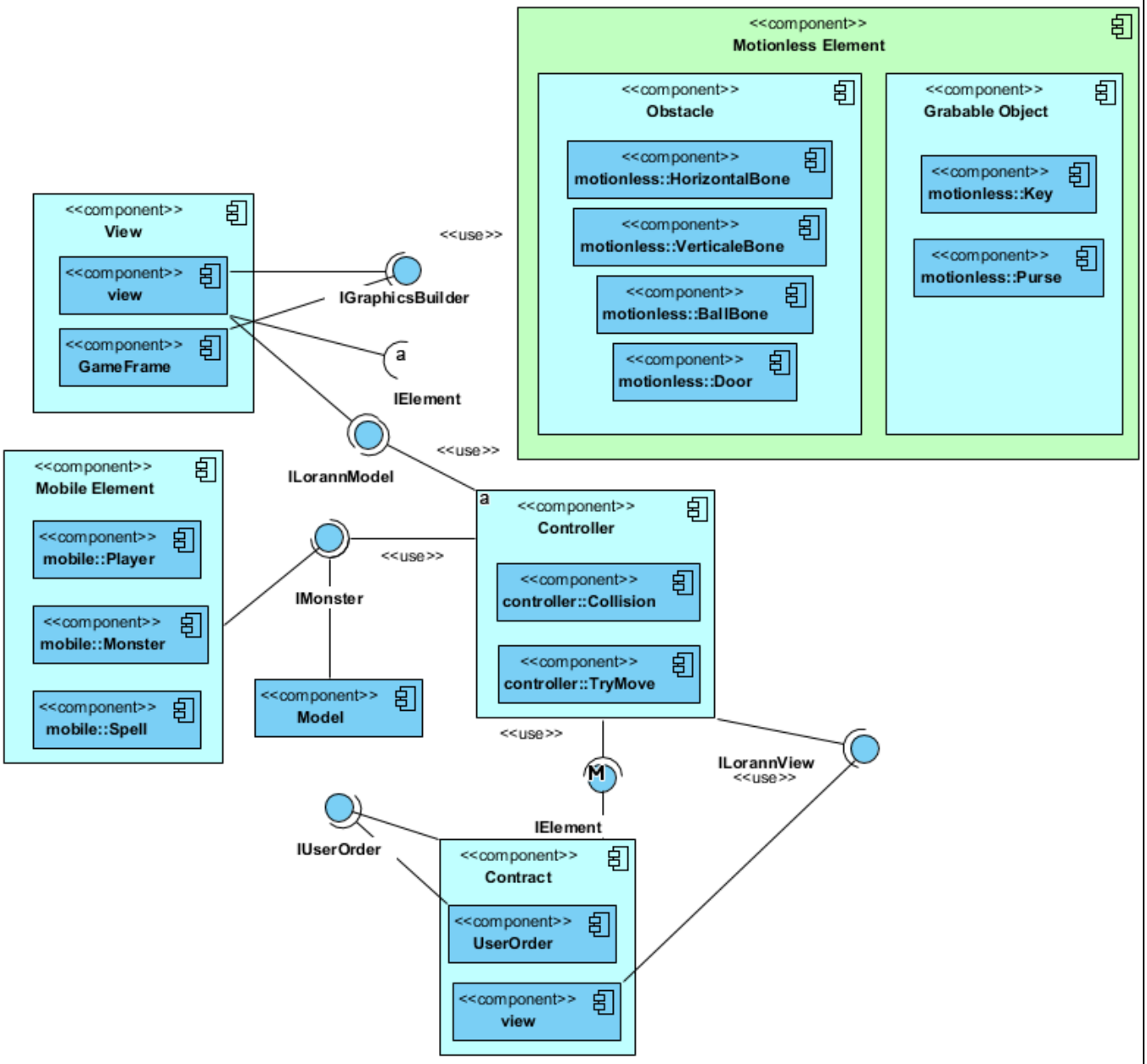
Lorann Project

Group 1

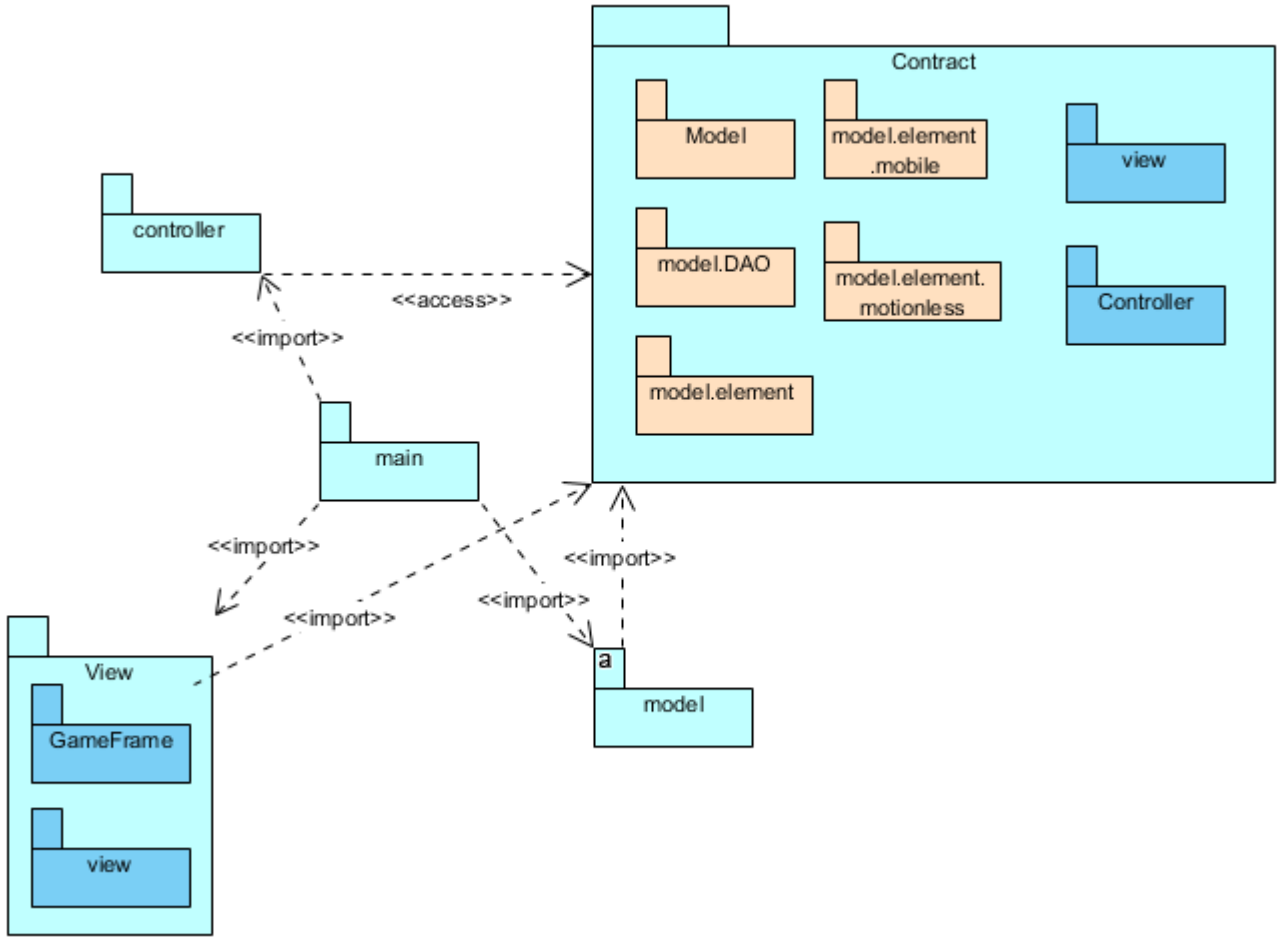
Agostini Charles, Couasnon Anatole, Marjolet Louis, Vaz Vicente



I. The components diagram

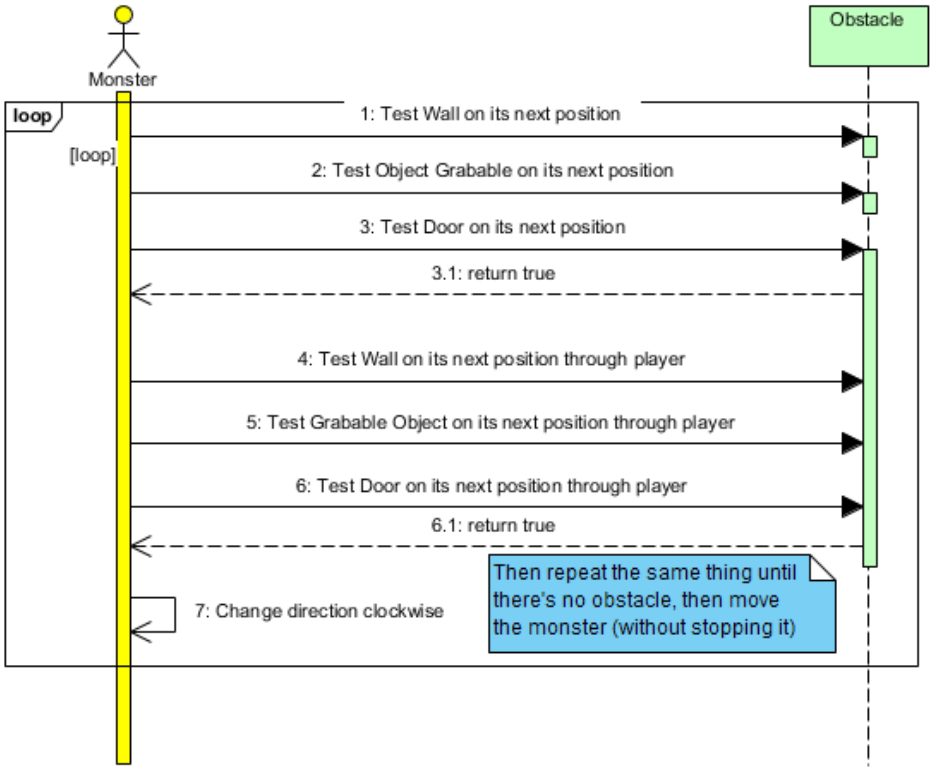


II. Package Diagram

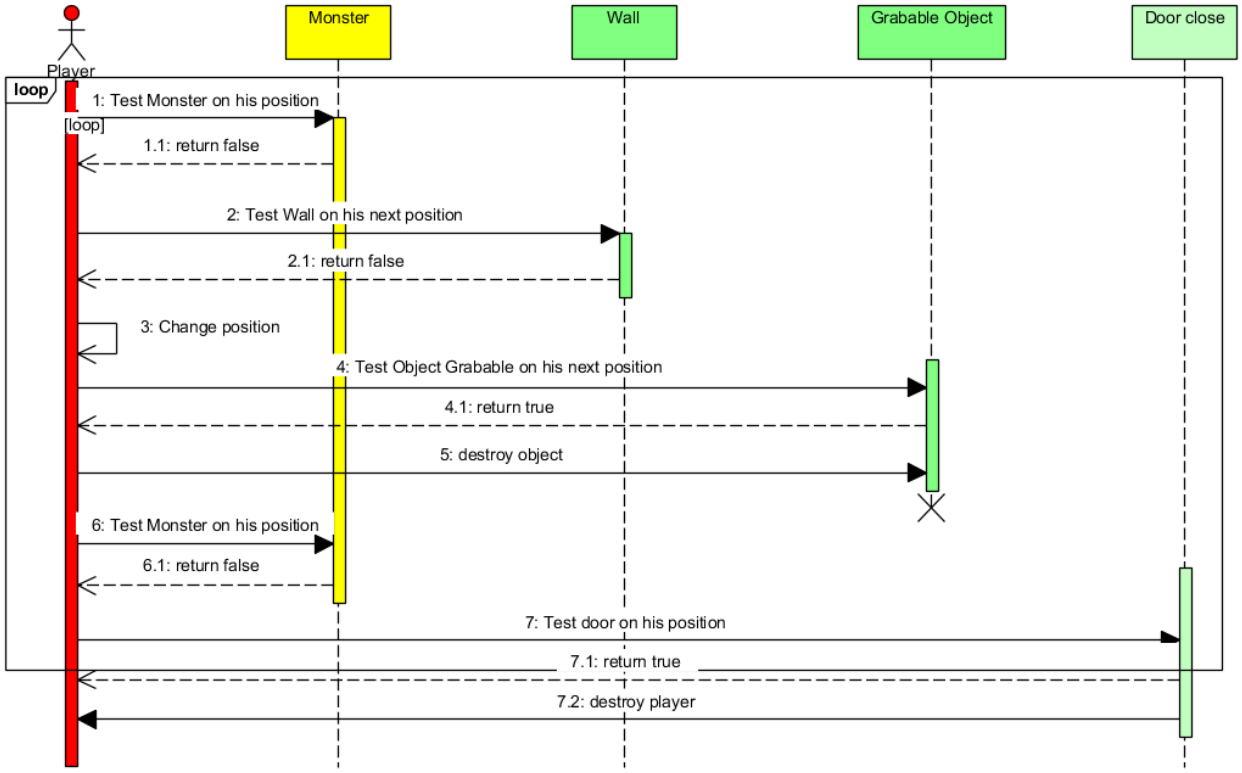


III. Diagramme de séquence

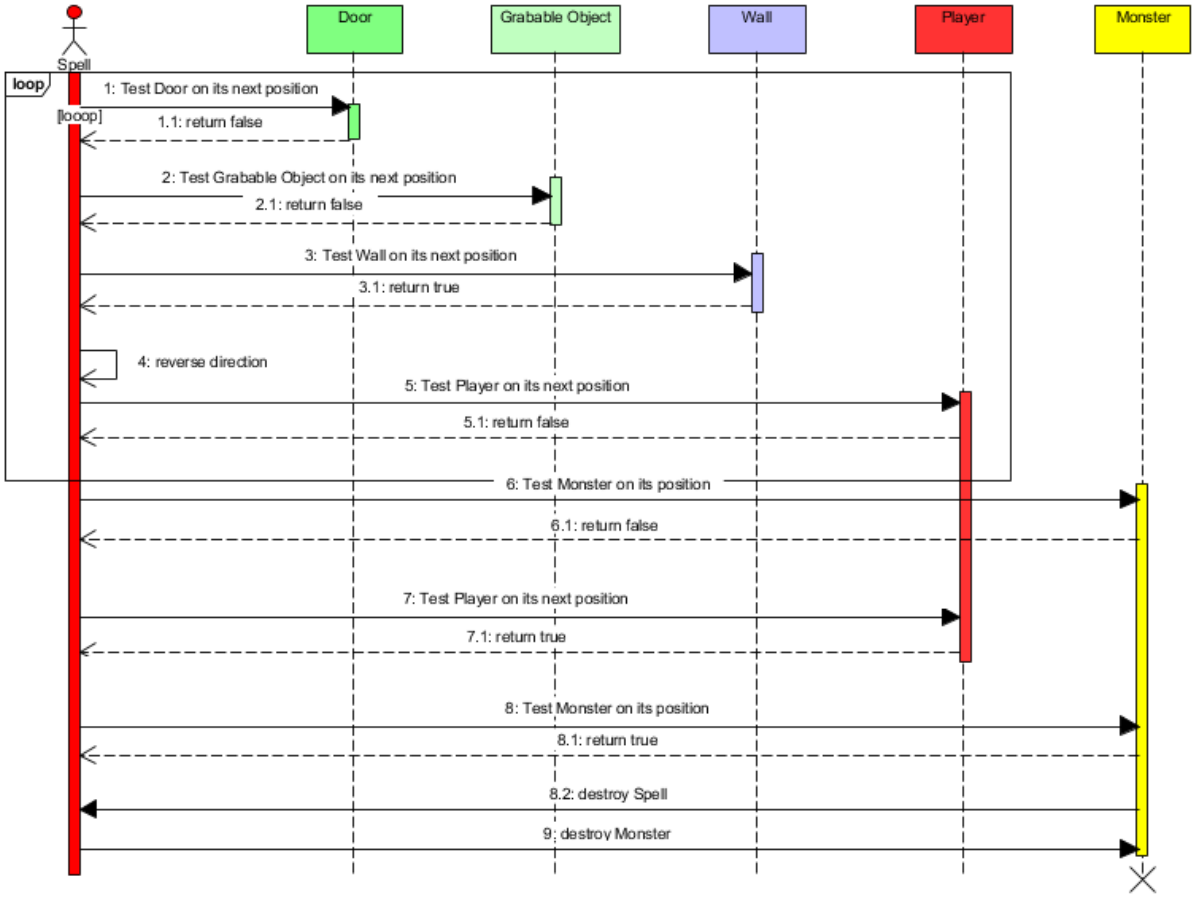
Monsters Move



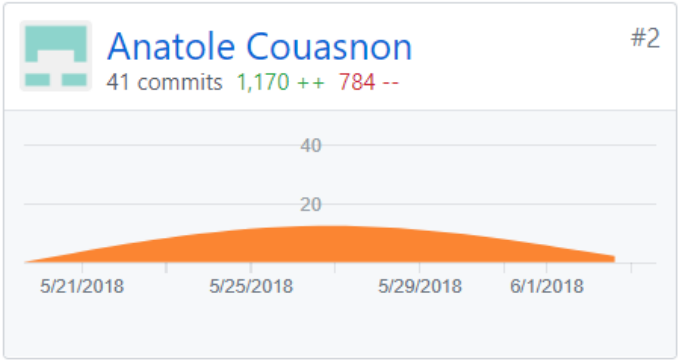
Player Move

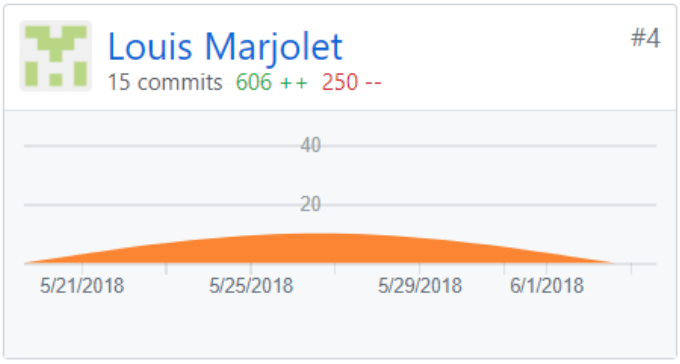


Spell Move :

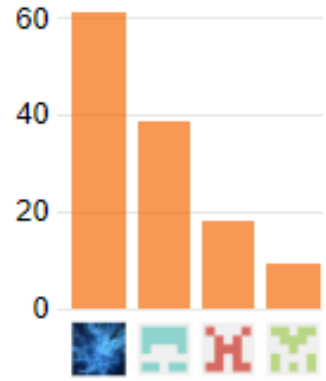


IV. Git report





The report git even if it allows a global view of the work rendered by each, is not to take as it is. Many commits have been sent through another medium in order to mitigate conflicts, or corrupted versions.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40
20
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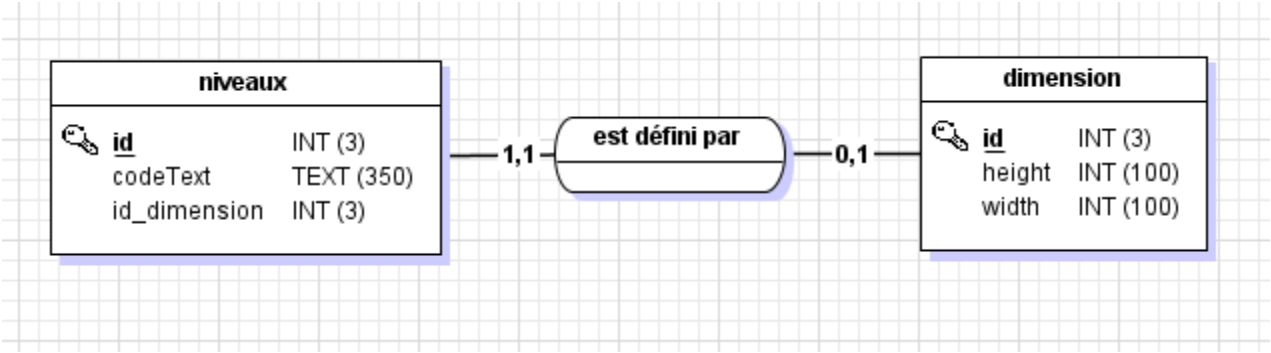
V. MCD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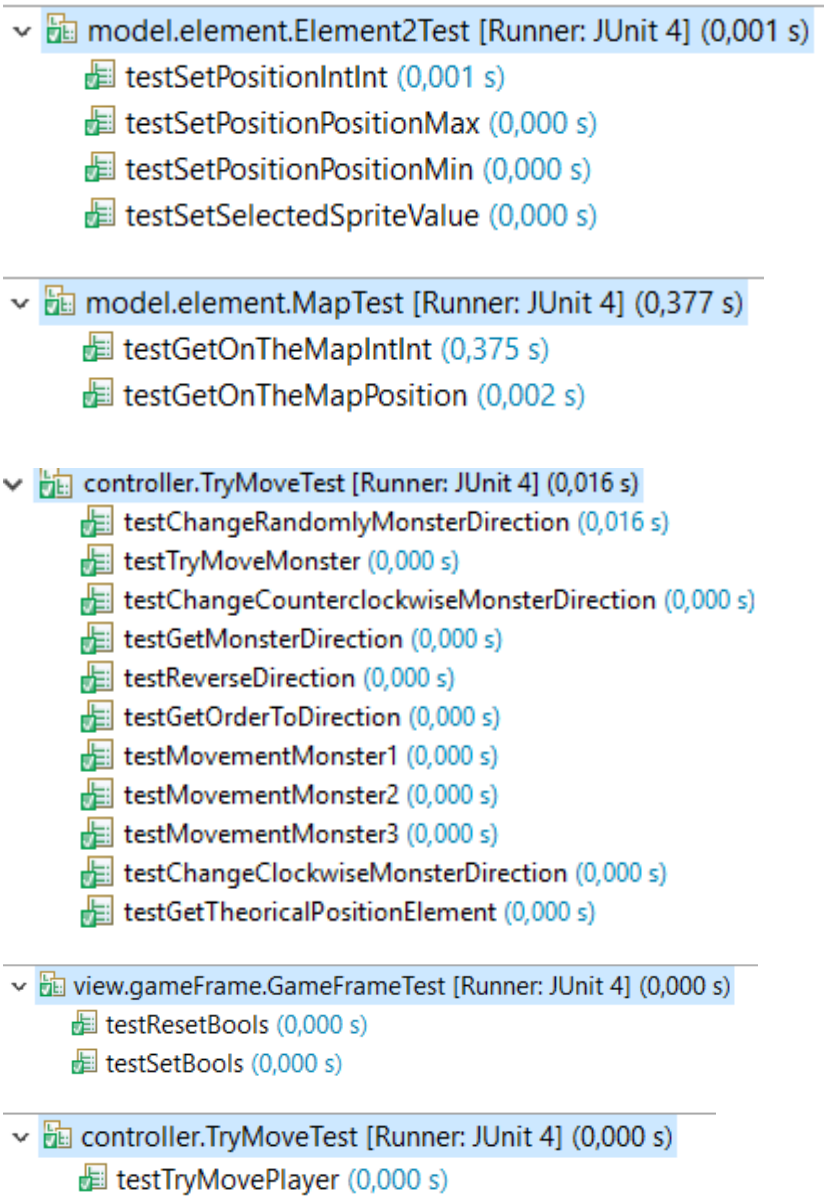
id INT (3)
height INT (100)
width INT (100)

VI. Tests validation



VII. Work planning

Agostini Charles

Agostini	Monday 28/05	Tuesday 29/05	Wednesday 30/05	Thursday 31/05	Friday 01/05	Monday 04/06	Tuesday 05/06	Wednesday 06/06
Morning	Installation procedure among the other members of the group Division of tasks Discussion around technical choices	Reflection on the structure of the model and start of implementation	Model Modification and start modifications on the controller	Pooling of the view and the controller (with anatole) First graphic generation of a map with sprite animations	Bug fixes, functional database implementation	jean aymerick diet contact, because maven does not allow testing properly.	Participation in the powerpoint, preparation of the defense and fine-tuning of the final details	defense
afternoon	Git repository configuration Implementation of SpritesSheets Application of SpritesSheets to different entities	Git pooling and class diagram creation Model (with anatole)	Work on the controller Project modified to use Maven	Resolution of various bugs, especially related to threads		understanding that finally, it would be impossible to perform all the tests with the architecture followed	Participation in the powerpoint, preparation of the defense and fine-tuning of the final details	defense

Couasnon Anatole

Couasnon	Monday 28/05	Tuesday 29/05	Wednesday 30/05	Thursday 31/05	Friday 01/05	Monday 04/06	Tuesday 05/06	Wednesday 06/06
Morning	Installation procedure with the help of charles Division of tasks Discussion around technical choices	Implementation of collision test functions	Creating the View and Controller Class Diagram	Pooling of the view and the controller (with charles) First graphic generation of a map with sprite animations	Bug fixes: stock market recovery, spell behavior work	code refinement, refractoring, test attempts, not compatible with the structure imposed by Maven	Participation in the powerpoint, preparation of the defense and fine-tuning of the final details	defense
afternoon	Implementation of keyboard detection functions Reflection on the implementation of SpritesSheets Draft functions for moving entity collisions	Partial implementation of functions related to player movement Creating the Model Class diagram (with charles)	Full view implementation and collision test function modification	Resolution of various bugs, notably related to player movement and collisions	Reflection on the implementation of the monster movements, management of the loading of the following levels, resetting of the levels after the player's death	verification of the validation of the different points of the evaluation grid, adjustment of the class diagrams	Participation in the powerpoint, preparation of the defense and fine-tuning of the final details	defense

Marjolet Louis

Marjolet	Monday 28/05	Tuesday 29/05	Wednesday 30/05	Thursday 31/05	Friday 01/05	Monday 04/06	Tuesday 05/06	Wednesday 06/06
Morning	Installation procedure with the help of charles Division of tasks Discussion around technical choices	Working on the Game Over window and its implementation using the SpriteSheet	Work on collision testing	Work on player moves reorganization of certain collision functions	Fix bugs in spell and purse recovery	Sequence Diagram and bug fixes	Creation of the powerpoint, preparation of the defense and fine-tuning of the last details	defense
afternoon	Realization of the provisional gantt Working on the Game Over window	Reflection on the realization of the tests and beginning of implementation	Work on functions : tryMoveSpell + reverseDirection + launchSpell	Work on player moves reorganization of certain collision functions (with Vicente) Development of scoring and life functions	addition of a life system, score implementation of their display in the view. bursary recovery. Improved collision system between mob/spell/player work on unlocking the door	Package diagram Component Diagram	Creation of the powerpoint, preparation of the defense and fine-tuning of the last details	defense

Vaz Vicente

Vaz	Monday 28/05	Tuesday 29/05	Wednesday 30/05	Thursday 31/05	Friday 01/05	Monday 04/06	Tuesday 05/06	Wednesday 06/06
Morning	Installation procedure with the help of charles Division of tasks Discussion around technical choices	Determination of the 3 levels of intelligence of the mobs to implement	Adapting the Controller Using the Class Diagram realization of mobs movement functions	Development of the 3 levels of Mobs intelligence	functional implementation of the charles database	test creation	Participation in the powerpoint, preparation of the defense and fine-tuning of the final details	defense
afternoon	Creation of the Database Analysis of the behaviour of hostile entities Draft of the different behaviours according to the entity	Beginning of level 1 and 3 behaviour design	Implementation of the function allowing the creation of the map GameLoop implementation Start of implementation of entity movement functions	Implementation of stored procedures allowing data recovery in the database Work on player moves reorganization of certain collision functions (with Louis)	Implementation of monster movements according to several defined behaviours	refractoring, creation of the mcd	Participation in the powerpoint, preparation of the defense and fine-tuning of the final details	defense

VII. Personal Balance Sheets

Charles Agostini :

This project was carried out in a very good atmosphere with the whole team, where everyone had their assigned tasks. The errors we encountered were resolved, and we were able to make the necessary compromises in order to have a functional project.

I regret, however, a poor presentation of the project, non-explicit objectives, and too limited preparation, which are the cause of errors that we have not been able to resolve, despite our good will.

In conclusion, the project was completed on time, but it is more thanks to good team cohesion, and external knowledge of some group members, than thanks to learning Java, Maven, and its plugins, during the teaching unit.

Couasnon Anatole :

This project has been a pleasure in the realization, the members of my team have been very hard working and efficient and have carried out their tasks with great enthusiasm.

The context of the project is very playful which is a great plus and contributes to the strength of our school. However, we lack indications for this project, especially about Maven. It seems to me that without external knowledge it is very difficult if not impossible to carry out this project with the knowledge we have acquired during the course. The EU has moved too fast and this is having an impact on the project.

Marjolet Louis :

A project putting into practice the many workshops and CERs seen in the past weeks, the good cohesion of the group made that this one went well. Each person did his best to do the work that was assigned to him but also to help his comrades. The group leader did a good job and supported the team!

Vaz Vicente :

A very interesting project that could have been even more interesting without the problems encountered in the subject itself.

For the team... I think I've been with a good group. Super hard workers, a good atmosphere, a good energy but I have the impression to have been a little productive ball and chain.