24 – fonctions de services

FP1 – Éduquer le joueur  
FP2 – Divertir le joueur  
FP3 – Respecter les délais

FC1 – Permettre la continuité  
FC2 – S’adapter aux OS

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
|  | Étude | Réalisation | Programmation | Bilan | Distribution | Utilisation | Amélioration |
| Éduquer le joueur |  | x |  |  |  | x |  |
| Divertir le joueur |  | x |  |  |  | x |  |
| Respecter les délais | x | x | x | x | x |  | x |
| Permettre la continuité | x | x | x | x |  |  | x |
| S’adapter aux OS | x | x | x |  | x |  | x |

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
|  | Fonctions | | | | | | |
|  | FP1 | FP2 | FP3 | FC1 | FC2 | Total | Pourcentage |
| FP1 |  | FP1 1 | FP1 2 | FP1 1 | FP1 3 | 7 | 53,8% |
| FP2 |  |  | FP2 2 | FP2 1 | FP2 2 | 5 | 38,5% |
| FC1 |  |  |  |  | FC1 1 | 1 | 7,7% |
| FP3 |  |  |  | FC1 1 | 0 | 0 | 0% |
| FC2 |  |  |  |  |  | 0 | 0% |