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# BLACKJACK ONLINE

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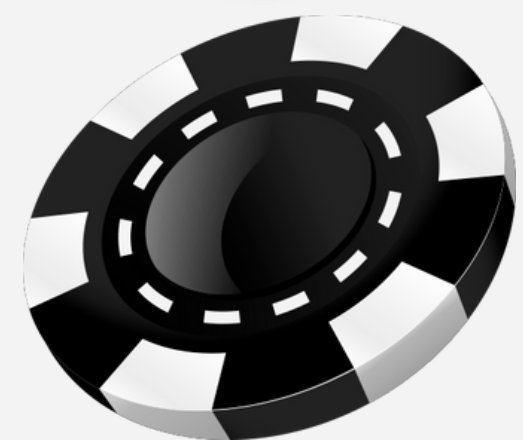


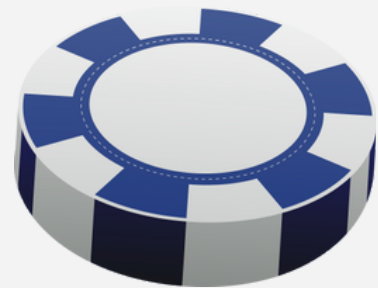
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# 1

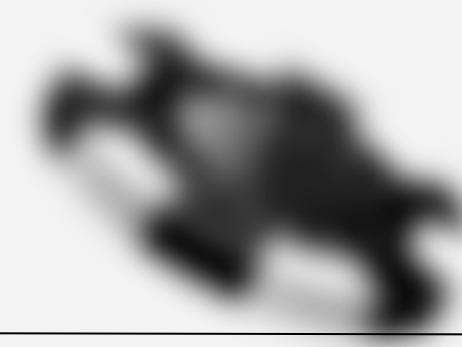
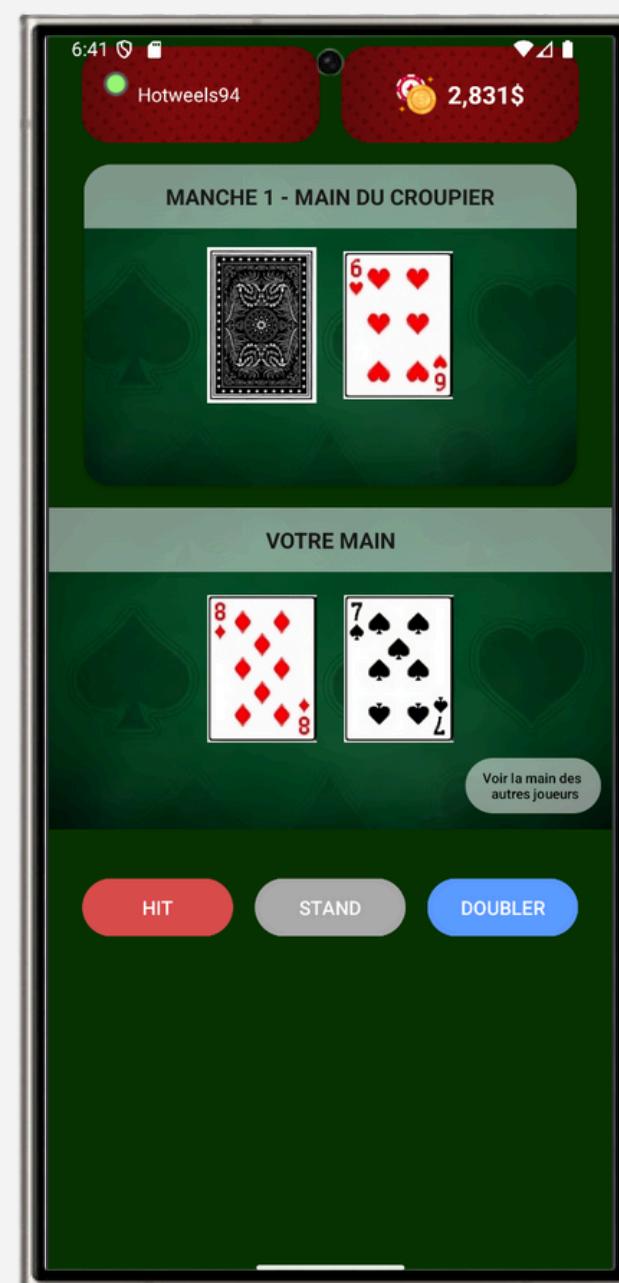
# Introduction et explication du projet

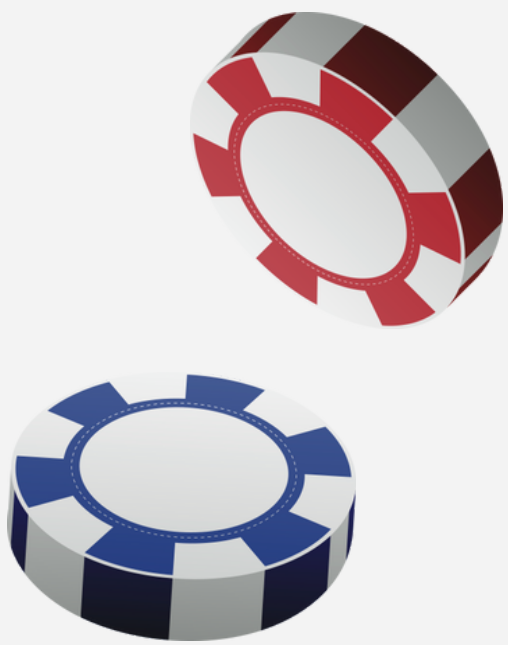




# Le Projet

Un jeu de BlackJack multijoueur en ligne sur mobile





# REPARTITION DES TACHES

## Ryan

- Gestion du serveur
- Systeme du matchmaking
- Gestion client/serveur
- Distribution des cartes du croupier par le serveur

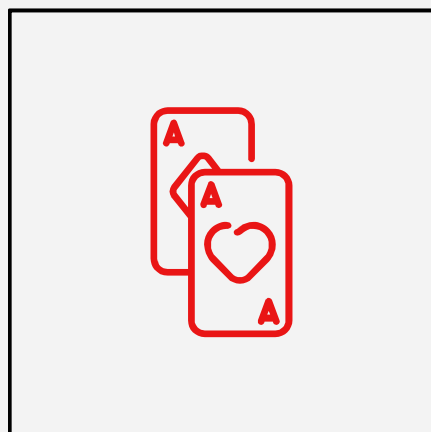
## Lucas

- Logique de jeu
- Front
- Creation de la base de donnees
- Gestion du systeme d'authentification



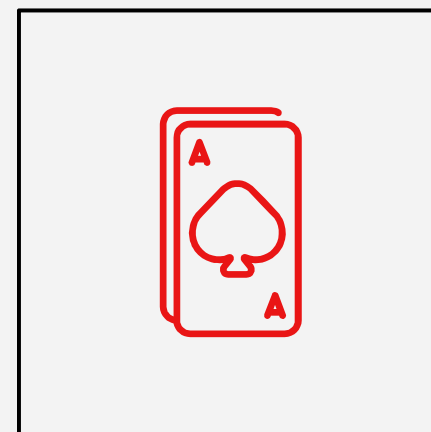


# Les fonctionnalités



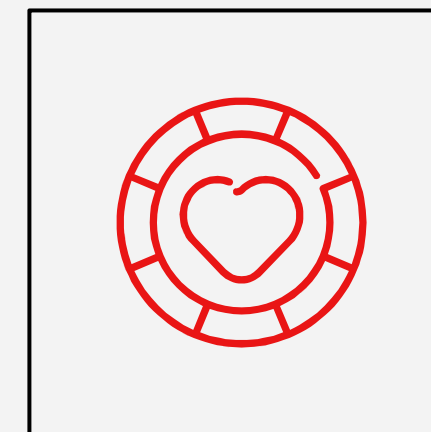
## Mobile

Interface mobile optimisée pour une expérience fluide sur smartphones.



## Multijoueur

Système en temps réel permettant des parties en ligne entre plusieurs utilisateurs.

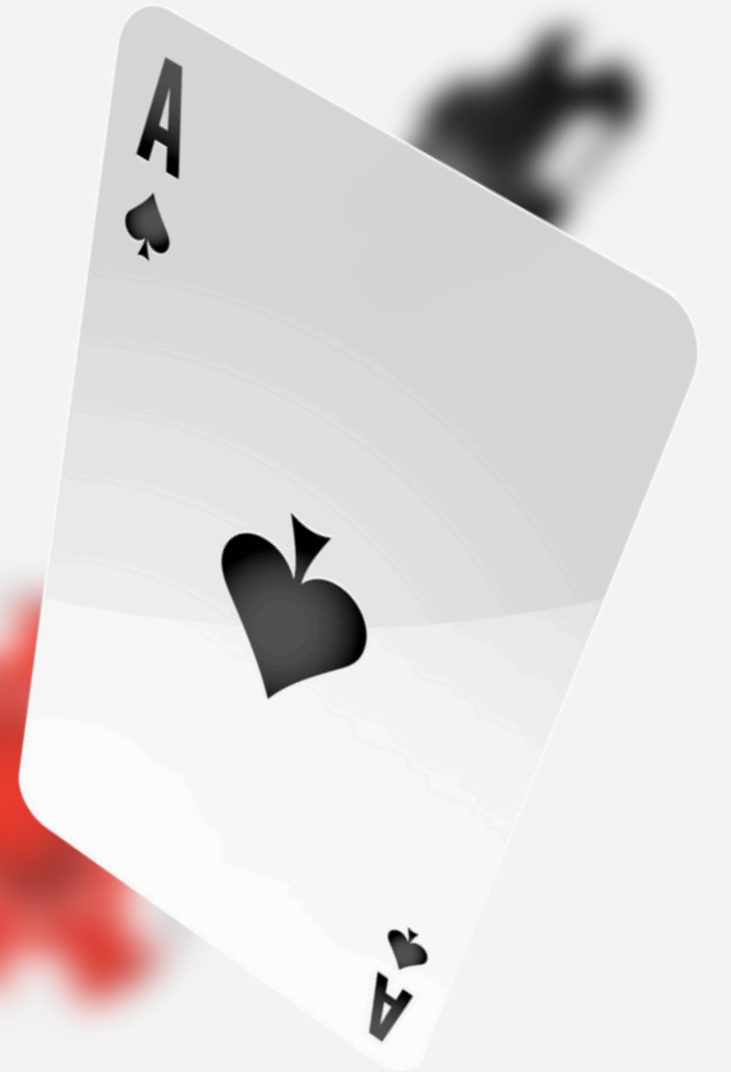


## Gestion de compte

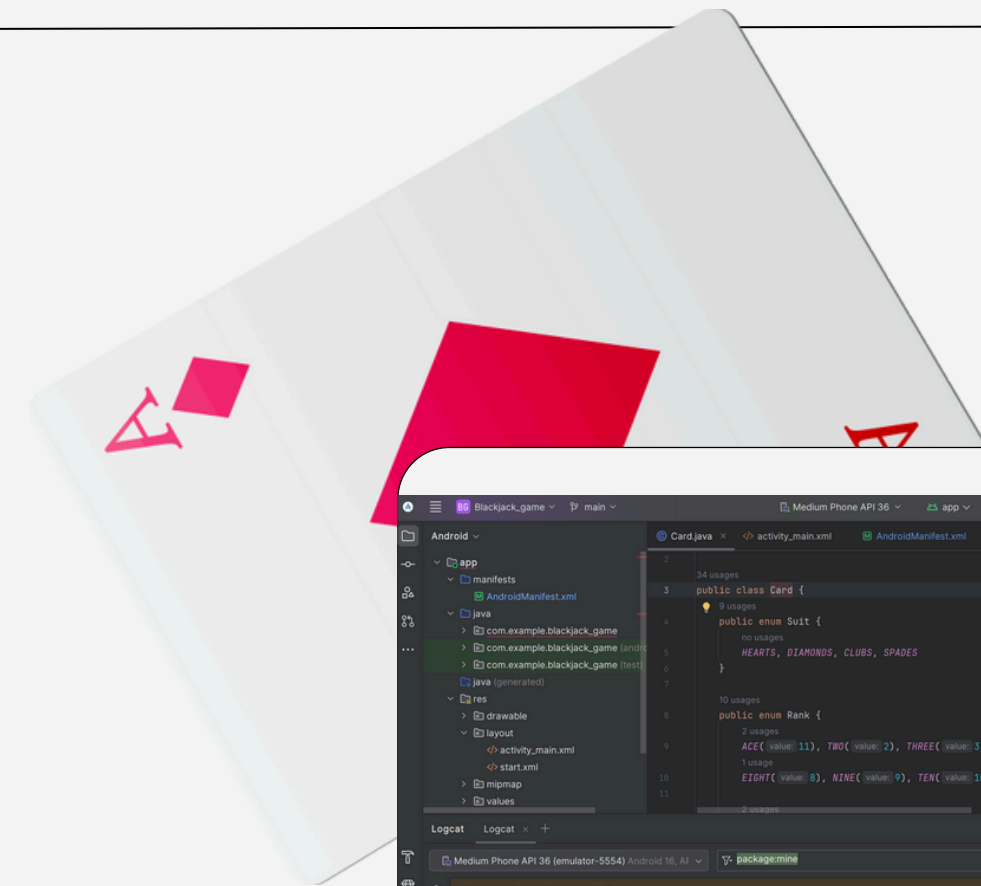
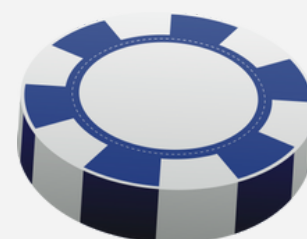
Module complet pour l'inscription, l'authentification sécurisée et la gestion des utilisateurs.



# Outils utilisés







## Langage de programmation



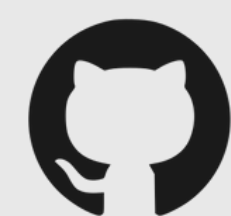
Java



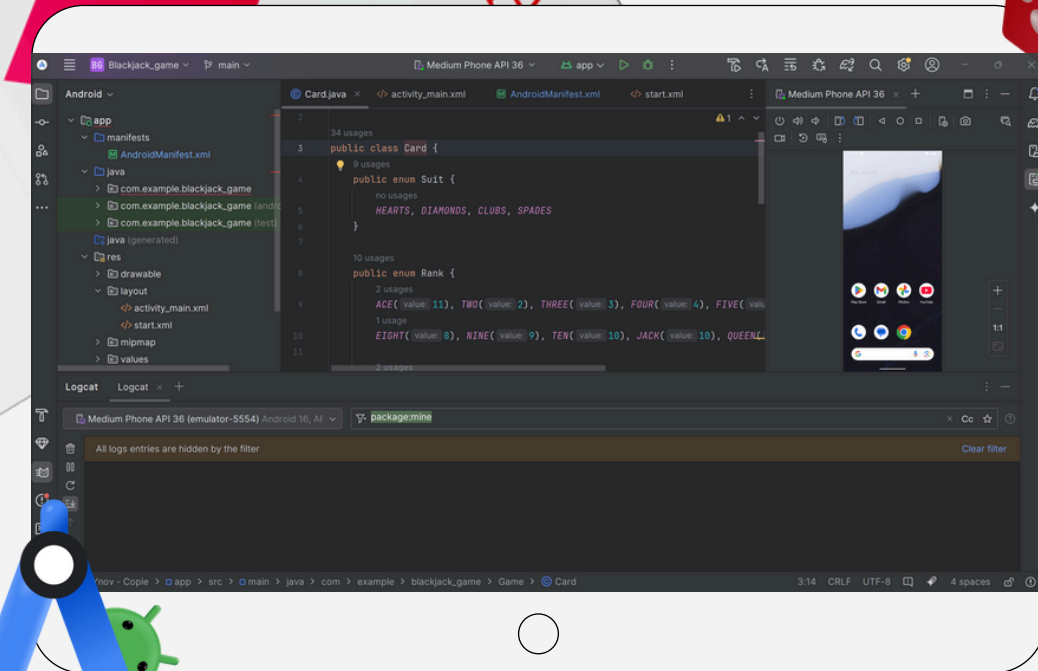
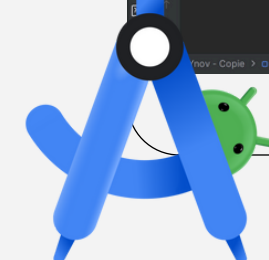
Python



Outils IA



Outils de versionning  
Git & GitHub



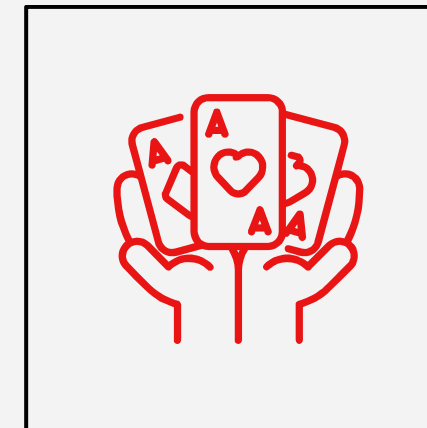
Android Studio



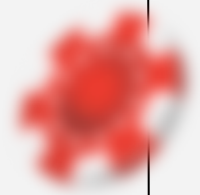
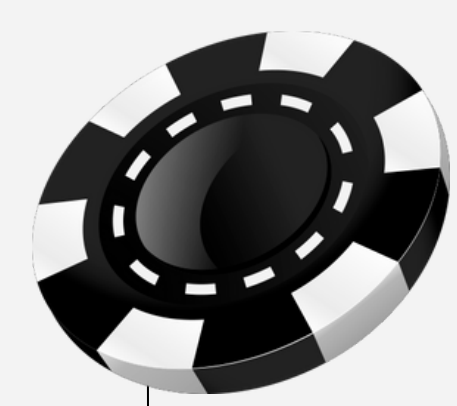
VSCode



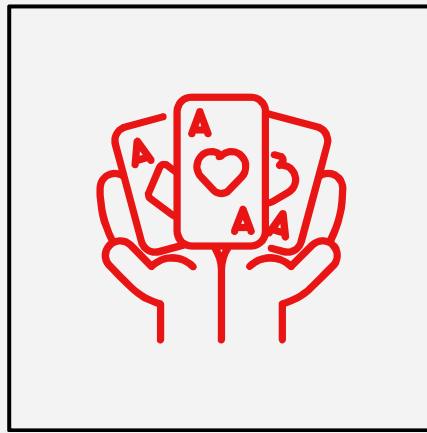




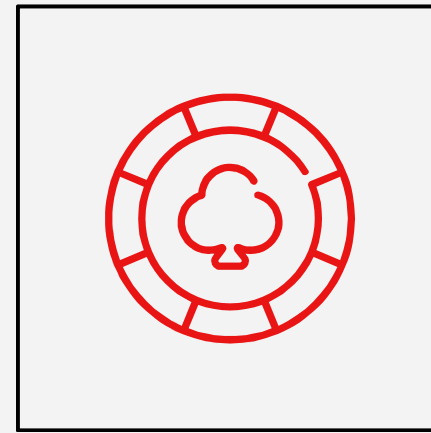
# Problèmes rencontrés



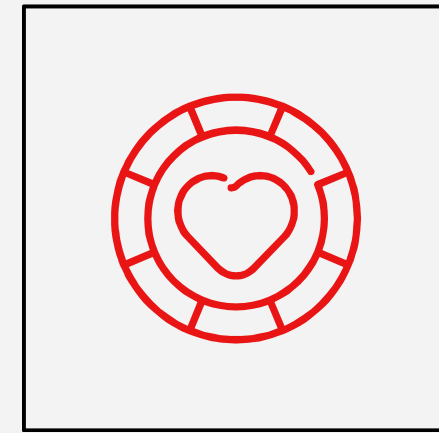
# Problèmes et solutions



Développement  
mobile

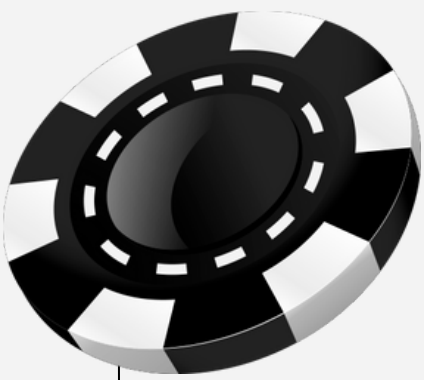


Relation  
Client / Serveur

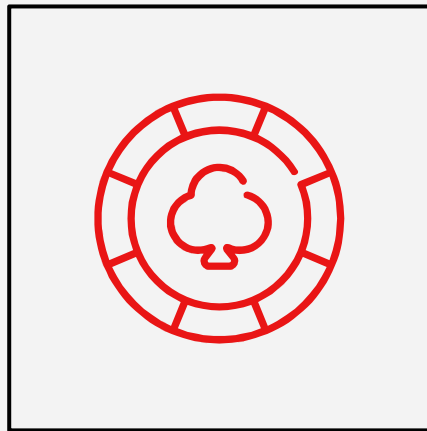


Base de Données

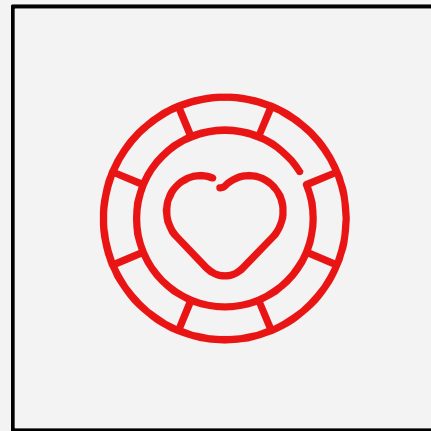




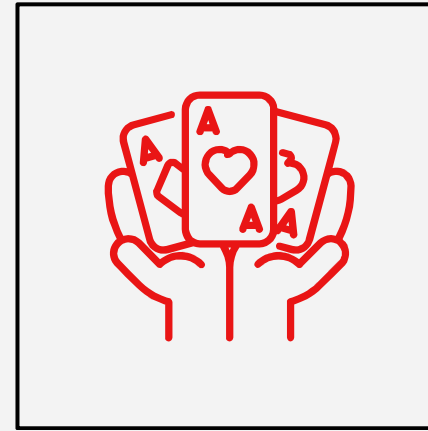
# Fonctionnalités Futures



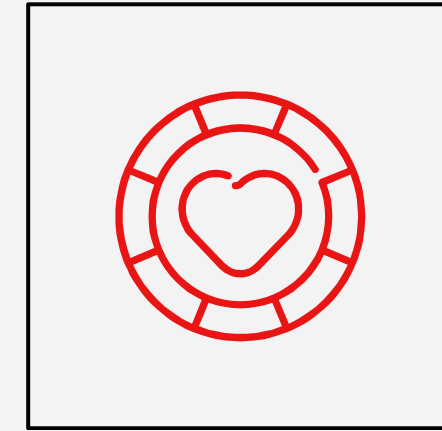
Affichage des  
cartes des autres  
joueurs



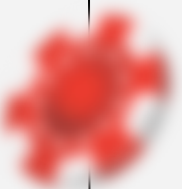
Rooms



Règles Complexes



Crédits



# Merci !

de nous avoir écoutés.

