

I've been working on my T3 project for three months.

Our T3 topics this year were : education, archaeology and serious game.

This project started about three months ago and I was in a group with Benoit, Baptiste and Yasmine. Our group was named « Adefinir ».

Our topic was to make a serious game about serious game, and it has been imposed to all our TD group by our professor Mr. GOSSA. The composition of our team was our choice.

So we decided to design an internet's game, using the PHP framework called Laravel, HTML and some Javascript. It may have been a bit ambitious.
To share the work we use the university tool : GitLab.

The begining was quite hard, because of the openness of the subject.
Once the thinking phase was over, we started to design our game.

We had a lot of work to do, and with a person who spends his time on social networks instead of working, it was a bit hard.
One other person in the group had difficulty keeping up because of some shortcomings, but was very willing and doing is best.

The last three days dedicated to the project helped a lot and we manage to finish our game.

This project has had its ups and downs, but it was a great experience of working together on a project of a certain size.