



PHP pool

Rush1

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*Summary: This document is the subject of 01 rush PHP pool of 42.*

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# Chapter I

## Instructions

- Only this page serve as a reference: Do not fi rm the hallway noise.
- The subject can change up to an hour before rendering.
- Only work on your deposit made will be considered for the defense.
- You have a question ? Ask your neighbor to the right. Otherwise, try your left neighbor.
- Your reference manual called Google.
- Think discuss on the forum. The solution to your problem probably is there already. Otherwise, you will be the instigator.
- Re fl échissez. Please, Thor, Odin! Dammit!

## Chapter II

### Preamble

What is the common point between all these films?

- Terminator 2
- aliens
- The Godfather 2
- Mad Max 2
- Evil Dead 2
- The Dark Knight

Just as the topic of the day, they are better than the first game.

## chapter III

# Awesome Starships Battles II

### III.1 The return of vengeance

You want to do better than the J08? It is time to show what you are really capable.

Howl your joy if you are happy.

### III.2 notes

- As a final rush to the pool PHP, you heard it right all you want to do web programming with the PHP. The server side must be PHP.
- This project remains a project PHP. Me not get out of Python, of Ruby or other grounds that you have "right at all." Not only is it not funny but also worth 0 to irrelevant.
- Your program must run Chromium in the version installed on dumps.
- Your game must be beautiful. With all the libraries you a mini- mum of dynamism is expected!
- The urls or your application is at your discretion.
- Whatever your choice of techno, it is your responsibility that your defense is possible on the position of your checker. Install 30GB framework please also probably moderately. Of course, make these 30GB your deposit is prohibited. Allow deployment scripts!
- A single class by fi le.
- A file that contains the definition of a class can not contain anything else, apart from require or require\_once when it's necessary.
- A file containing a class must **ALWAYS** be appointed as `ClassName.class.php`.
- A class must **ALWAYS** be accompanied by a file documentation

whose name is **ALWAYS** be of the form `ClassName.doc.txt`. No this is still not a mistake to copy / paste.

- Documentation for a class should **ALWAYS** be useful and correspond to the implementation. This will be verified in defense, you can be sure!
- A class must **ALWAYS** propose a static method `doc` returning the contents of the file associated documentation to a class as a string.
- An attribute or a public method that has no place gives 0 in some project are your efforts. Be smart with visibility and prove that you know how to use!
- If you can not say that your daughter class "is a" parent class in an inheritance relationship ( extends), your design is wrong. You will have 0 in some project are your efforts. Be careful! !!
- More than a board set: Wholesale incomplete and it's wrong. Small and complete is better.

### III.3 The topic!

- Take the subject of the J08 for the rules. Implement meticulously, the NOTE- tion be based on it.
- The vessels must have room to maneuver. So keep in mind that on a map of 150x100 boxes, a basic vessel should have a size of 1x4 boxes, not more. A ship 3x10 boxes is an absolutely gigantic vessel in a fleet.
- Some will always be more interesting with a handful of medium sized obstacles rather than a multitude of very small obstacles. The vessels must have room to maneuver, to take with reverse, etc.
- The weapons found in the J08 must exist in the game.
- Players need to register and be able to logguer to play. Their profile contain all the usual info a profile and their combat performance.
- There must be a lobby where players can chat and create games that other players can join.
- Players must be classified.
- The parties shall propose a game mode melee or team. A party can not accommodate more than 4 players.
- There is no limit to the number of games that can take place simultaneously (think Battlenet).
- Each side should be easy to identify on the playing area.
- By creating a game it should be able to select a 'value' of floats. this value

will be used by each player to select the vessels they wish to use for this part among the vessels available for the faction of his choice.

- 500 points represent a small floats. 1500+ points fl eet average. 3000 points is a huge armada of war.
- Therefore, each vessel must offer a point value that represents its e ffi ciency.
- A fl eet must always belong to a single faction. Your game must propose at least three factions, each with at least 3 vessels.
- We greatly appreciate the presence of scripted portions featuring famous battles and legendary vessels. This is the bonus round.
- We will organize a tournament in the next few weeks with one of the best records of the promotion. If you want your game to be selects it will make me try in the days following the defenses. I then select the report that will be used for the tournament.
- Rock out to the Emperor.