

# Detailed report

17/02/2025 - 23/02/2025



Total: 75:37:37 Billable: 01:37:00 Amount: 0,00 USD

| Date       | Description  | Duration                        | User        |
|------------|--|---------------------------------|-------------|
| 23/02/2025 | Godot tutorial<br>6 qui prend !  | 02:00:00<br>19:30:00 - 21:30:00 | Elie        |
| 23/02/2025 | Godot Getting started documentation<br>6 qui prend !   | 01:10:00<br>18:40:00 - 19:50:00 | neilakrika  |
| 23/02/2025 | (followUp) relations-schema between client-server-data<br>6 qui prend !  | 01:38:00<br>18:35:00 - 20:13:00 | Ömer        |
| 23/02/2025 | Read/ make dev specification<br>6 qui prend !  | 01:50:00<br>15:00:00 - 16:50:00 | neilakrika  |
| 23/02/2025 | le 23/02 j'ai approfondi mes connaissance sur le moteur godot aussi en suivant un cours sur udemy sur la création d'un jeu game math que je fais en parallèle du cours et voici le lien : <a href="https://www.udemy.com/course/godot-video-games-math/learn/lecture/33602044#overview">https://www.udemy.com/course/godot-video-games-math/learn/lecture/33602044#overview</a><br>6 qui prend ! | 02:40:00<br>14:55:00 - 17:35:00 | mouctar bah |
| 23/02/2025 | relations between client-server-data<br>6 qui prend !  | 01:43:28<br>14:45:00 - 16:28:28 | Ömer        |
| 23/02/2025 | le 19/02 j'ai fait les recherches sur le jeu et j'ai fait les specifications du jeu que j'ai meme pousser sur git sur la branche bah pour pas tout melangé dans le dossier team_dev<br>6 qui prend !   | 03:20:00<br>14:05:00 - 17:25:00 | mouctar bah |
| 23/02/2025 | Setting up phpMyAdmin locally<br>6 qui prend !   | 00:50:16<br>12:15:00 - 13:05:16 | neilakrika  |
| 23/02/2025 | Specification + godot course<br>6 qui prend !  | 02:00:00<br>11:30:00 - 13:30:00 | Elie        |
| 22/02/2025 | Server spécification & Server VM w @Lounas<br>6 qui prend !  | 02:41:00<br>19:50:57 - 22:31:57 | Ömer        |
| 22/02/2025 | specification with @omer about server<br>6 qui prend !   | 02:45:44<br>19:49:56 - 22:35:40 | lounadh2.0  |
| 22/02/2025 | Git + Continue on Godot Documentation + started a course on Godot that was proposed by the godot team<br>6 qui prend !   | 02:00:00<br>15:00:00 - 17:00:00 | Elie        |
| 22/02/2025 | Game Simulation - Figma<br>6 qui prend !   | 00:49:55<br>14:38:00 - 15:27:55 | ddarren     |

|            |  |                                 |            |
|------------|--|---------------------------------|------------|
| 22/02/2025 | Game Simulation - Figma<br>6 qui prend !   | 01:53:22<br>08:57:29 - 10:50:51 | ddarren    |
| 21/02/2025 | Planif réunion + team management<br>6 qui prend !  | 00:43:00<br>20:21:00 - 21:04:00 | Kylian     |
| 21/02/2025 | Planif réunion + team management<br>6 qui prend !  | 00:43:00<br>20:21:00 - 21:04:00 | Kylian     |
| 21/02/2025 | Correcting the Db specif<br>6 qui prend !  | 02:00:00<br>17:00:00 - 19:00:00 | neilakrika |
| 21/02/2025 | Lecture des travaux de la team + retour<br>6 qui prend !   | 01:46:00<br>16:18:00 - 18:04:00 | Kylian     |
| 21/02/2025 | Lecture des travaux de la team + retour<br>6 qui prend !   | 01:46:00<br>16:18:00 - 18:04:00 | Kylian     |
| 21/02/2025 | Godot video: what I wish I knew before learning Godot + started reading Documentation + download Godot Engine<br>6 qui prend ! | 02:00:00<br>10:45:00 - 12:45:00 | Elie       |
| 21/02/2025 | Card and Title Design Figma Integration<br>6 qui prend !   | 01:35:33<br>09:22:00 - 10:57:33 | ddarren    |
| 20/02/2025 | Specif of the DB<br>6 qui prend !  | 04:00:00<br>18:00:00 - 22:00:00 | neilakrika |
| 20/02/2025 | Card Design Exports<br>6 qui prend !   | 00:17:45<br>17:58:00 - 18:15:45 | ddarren    |
| 20/02/2025 | fonctions + spécifications with lead dev @omer<br>6 qui prend !  | 01:42:51<br>17:09:06 - 18:51:57 | lounadh2.0 |
| 20/02/2025 | fonctions + specifications + UML + review Pcode w @Lounas<br>6 qui prend !   | 01:42:00<br>17:09:00 - 18:51:00 | Ömer       |
| 20/02/2025 | Card Design Exports<br>6 qui prend !   | 00:47:29<br>16:11:43 - 16:59:12 | ddarren    |
| 20/02/2025 | Game Logo Design<br>6 qui prend !  | 00:51:11<br>15:20:00 - 16:11:11 | ddarren    |
| 20/02/2025 | fonctions + spécifications with lead dev @omer<br>6 qui prend !  | 01:49:42<br>14:23:27 - 16:13:09 | lounadh2.0 |
| 20/02/2025 | fonctions + specifications w @Lounas<br>6 qui prend !  | 01:49:00<br>14:23:00 - 16:12:00 | Ömer       |
| 19/02/2025 | fonctions algo logique du jeu<br>6 qui prend !   | 01:55:00<br>16:16:00 - 18:11:00 | lounadh2.0 |

|            |   |                                 |                  |
|------------|---|---------------------------------|------------------|
| 19/02/2025 | Logic of 6TAKES w @Lounas<br>6 qui prend !  | 01:55:00<br>16:16:00 - 18:11:00 | Ömer             |
| 19/02/2025 | specification algo @omer<br>6 qui prend !   | 01:37:00<br>14:00:00 - 15:37:00 | lounadh2.0       |
| 19/02/2025 | Specification&PseudoCode w @Lounas<br>6 qui prend !   | 01:37:00<br>14:00:00 - 15:37:00 | Ömer<br>0,00 USD |
| 19/02/2025 | Team Management<br>6 qui prend !  | 01:38:00<br>13:25:00 - 15:03:00 | Kylian           |
| 19/02/2025 | Team Management<br>6 qui prend !  | 01:38:00<br>13:25:00 - 15:03:00 | Kylian           |
| 18/02/2025 | nodeJS simple server trial on W3<br>6 qui prend !   | 02:15:00<br>21:00:00 - 23:15:00 | Ömer             |
| 18/02/2025 | setup server side w VM (got some issues for some reasons it didnt run properly ubuntu installation)<br>6 qui prend !        | 03:00:00<br>17:00:00 - 20:00:00 | Ömer             |
| 18/02/2025 | Godot High Level Multiplayer and WebSockets connection<br>6 qui prend !   | 00:13:07<br>15:46:57 - 16:00:04 | lounadh2.0       |
| 18/02/2025 | Godot High Level Multiplayer and WebSockets connection<br>6 qui prend !   | 00:02:41<br>15:33:00 - 15:35:41 | lounadh2.0       |
| 18/02/2025 | Title Design Variations<br>6 qui prend !  | 00:24:43<br>13:29:49 - 13:54:32 | ddarren          |
| 18/02/2025 | Card Design + Title - Post Feedback Adjustment<br>6 qui prend !   | 01:18:36<br>11:15:37 - 12:34:13 | ddarren          |
| 17/02/2025 | Card Design<br>6 qui prend !  | 00:53:06<br>20:13:11 - 21:06:17 | ddarren          |
| 17/02/2025 | apprendre la techno godot 4 et j'ai développer mon 1er jeu le 16/02/2025 que je vais faire sur git plutard<br>6 qui prend ! | 05:25:00<br>15:50:00 - 21:15:00 | mouctar bah      |
| 17/02/2025 | Répartition travail vacances / Envoi documents / Orga général<br>6 qui prend !  | 00:50:08<br>12:06:52 - 12:57:00 | Kylian           |