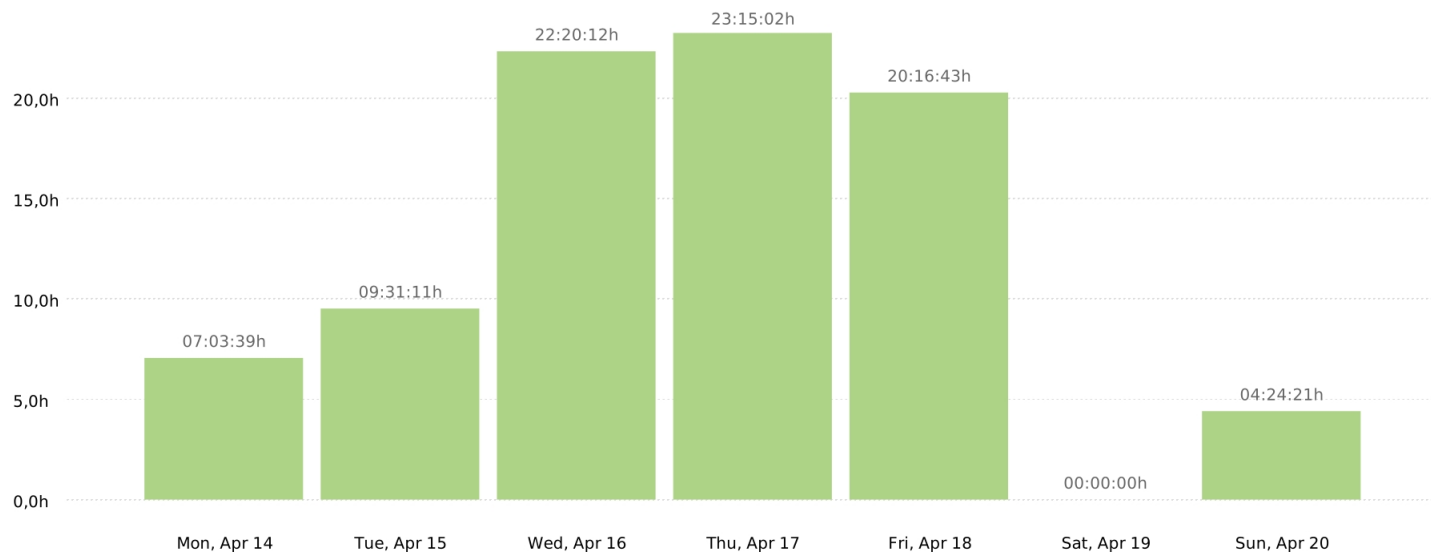


# Summary report

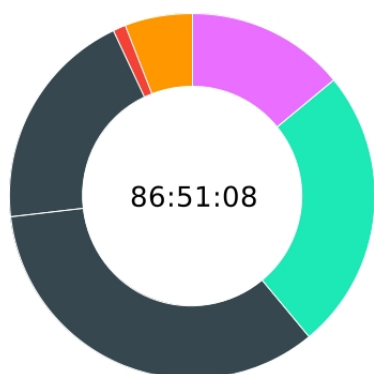
14/04/2025 - 20/04/2025



Total: 86:51:08 Billable: 00:00:00 Amount: 0,00 USD

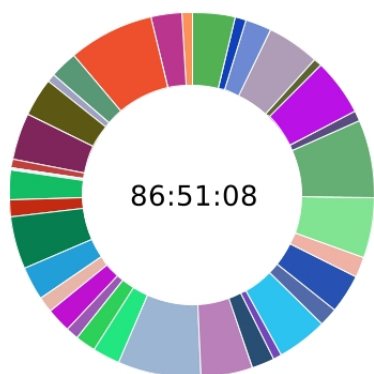


## User



ddarren	05:07:52	5,91%
Elie	01:00:00	1,15%
Kylian	17:11:00	19,78%
lounasss	29:41:22	34,18%
neilakrika	21:35:54	24,87%
Ömer	12:15:00	14,10%

## Description



Week Report	00:44:00	0,84%
Website refactor sections + add beta section + contact section #f29697d0	02:23:00	2,74%
factorisation du timer , ajout d'un listener "tour"=> 39789164	06:34:50	7,58%
update profile player #ac51512a	02:08:00	2,46%
client-server communication for game dev #008d53d8	00:37:10	0,71%
bugFix on develop #4bdf2cef	02:59:00	3,43%

● Website develop #cecaab65	03:31:00	4,05%
● Godot EditProfile server connection quick attempt to not slow down Omer's work [84295942cd105d783e988fc44c6334574de17afe]	00:40:07	0,77%
● Send previous week timesheets on git	00:13:00	0,25%
● client-server communication for game dev	02:14:47	2,59%
● Godot Player Class and features [01452f707e37c247335d41eaad1eae36d97cce4c]	01:15:58	1,46%
● gestion du choix du rang a recup cassse tete => car je n'arrive pas a bloquer les autres client ce qui fait que les sockets continue a circuler malgré que l'un des socket se doit etre prioritaire je pense a utiliser une sorte de verrou ...a voir	04:04:14	4,69%
● listener nouvelle manche => 995d6f3a	02:34:23	2,96%
● start playable game implementation client side	01:13:41	1,41%
● Website Gallery Improve #d5a8c084	01:51:00	2,13%
● Watched a tutorial about settings and how it works <a href="https://www.youtube.com/watch?v=IDMlnA-Bb2k">https://www.youtube.com/watch?v=IDMlnA-Bb2k</a> tried catching up on scenes and nodes that were pushed when I was sick	01:00:00	1,15%
● Godot Settings Fix [fcfb87db1c041ae1906e9971955dfec1c4782b11]	01:33:10	1,79%
● try implementing card function on blank project to understand the pb	02:04:39	2,39%
● Travaille sur le déroulement du Jeu , Listener "socket.on (choisir-rangee)" =>ad7c36f1b546da525db092212e784ba1d44d45c8	06:24:34	7,38%
● receive data from server to set up game board after game start #2ec6edf	04:00:45	4,62%
● helping Godot team but faced some git difficulties, resolved some conflict issues, deleted hidden files #6c501e69 #2bc43d99	01:42:00	1,96%
● password check and toggle visibility on sign up #c34de02	00:38:35	0,74%
● icon update (client-server-DB) #8ffb42da	03:52:00	4,45%
● reconnect debug with @omer #5f53f2f	01:25:00	1,63%
● set up socket io on godot to start game implementation with server	03:00:00	3,45%

● bugFix + sound	01:34:00	1,80%
● General Advance #973da2fd	04:38:00	5,33%
● Travail sur le déroulement du Jeu , Listener "socket.on (play-card)" =>17de25bf1126f0726f8cdc38193d46ad111dcd86	05:58:55	6,89%
● Instagram Post Creation	00:46:57	0,90%
● implement game with 2 client on godot	04:22:56	5,05%
● Publish on git pages for teams #b083f69c	00:34:00	0,65%
● Travail sur le déroulement du Jeu (@omer)	04:04:26	4,69%
● ajout de choix rangée #5e56e85	01:58:21	2,27%
● Godot Player Script adjustment [32d268fcb597014d326db2edfc0e23473bdbf68a] + Finding background music + Instagram Post for Monday	00:51:40	0,99%
● Website final UI / First Responsive / Bugd Fix #01c8e501	03:17:00	3,78%

User / Description	Duration	Amount
ddarren	05:07:52	0,00 USD
Godot EditProfile server connection quick attempt to not slow down Omer's work [84295942cd105d783e988fc44c6334574de17afe]	00:40:07	0.00 USD
Godot Player Class and features [01452f707e37c247335d41eaad1eae36d97cce4c]	01:15:58	0.00 USD
Godot Settings Fix [fcbf87db1c041ae1906e9971955dfee1c4782b11]	01:33:10	0.00 USD
Instagram Post Creation	00:46:57	0.00 USD
Godot Player Script adjustment [32d268fcb597014d326db2edfc0e23473bdbf68a] + Finding background music + Instagram Post for Monday	00:51:40	0.00 USD
Elie	01:00:00	0,00 USD
Watched a tutorial about settings and how it works <a href="https://www.youtube.com/watch?v=IDMInA-Bb2k">https://www.youtube.com/watch?v=IDMInA-Bb2k</a> tried catching up on scenes and nodes that were pushed when I was sick	01:00:00	0.00 USD
Kylian	17:11:00	0,00 USD
Week Report	00:44:00	0.00 USD

Website refactor sections + add beta section + contact section #f29697d0	02:23:00	0.00 USD
Website develop #cecaab65	03:31:00	0.00 USD
Send previous week timesheets on git	00:13:00	0.00 USD
Website Gallery Improve #d5a8c084	01:51:00	0.00 USD
General Advance #973da2fd	04:38:00	0.00 USD
Publish on git pages for teams #b083f69c	00:34:00	0.00 USD
Website final UI / First Responsive / Bugd Fix #01c8e501	03:17:00	0.00 USD
<b>lounasss</b>	<b>29:41:22</b>	<b>0,00 USD</b>
factorisation du timer , ajout d'un listener "tour"=> 39789164	06:34:50	0.00 USD
gestion du choix du rang a recup cassse tete => car je n'arrive pas a bloquer les autres client ce qui fait que les sockets continue a circuler malgré que l'un des socket se doit etre prioritaire je pense a utiliser une sorte de verrou ...a voir	04:04:14	0.00 USD
listener nouvelle manche => 995d6f3a	02:34:23	0.00 USD
Travaille sur le déroulement du Jeu , Listener "socket.on (choisir-rangee)" =>ad7c36f1b546da525db092212e784ba1d44d45c8	06:24:34	0.00 USD
Travaille sur le déroulement du Jeu , Listener "socket.on (play-card)" =>17de25bf1126f0726f8cdc38193d46ad111dcd86	05:58:55	0.00 USD
Travaille sur le deroulement du Jeu (@omer)	04:04:26	0.00 USD
<b>neilakrika</b>	<b>21:35:54</b>	<b>0,00 USD</b>
client-server communication for game dev #008d53d8	00:37:10	0.00 USD
client-server communication for game dev	02:14:47	0.00 USD
start playable game implementation client side	01:13:41	0.00 USD
try implementing card function on blank project to understand the pb	02:04:39	0.00 USD
receive data from server to set up game board after game start #2ec6edf	04:00:45	0.00 USD
password check and toggle visibility on sign up #c34de02	00:38:35	0.00 USD
reconnect debug with @omer #5f53f2f	01:25:00	0.00 USD
set up socket io on godot to start game implementation with server	03:00:00	0.00 USD

implement game with 2 client on godot	04:22:56	0.00 USD
ajout de choix rangée #5e56e85	01:58:21	0.00 USD
Ömer	12:15:00	0,00 USD
update profile player #ac51512a	02:08:00	0.00 USD
bugFix on develop #4bdf2cef	02:59:00	0.00 USD
helping Godot team but faced some git difficulties, resolved some conflict issues, deleted hidden files #6c501e69 #2bc43d99	01:42:00	0.00 USD
icon update (client-server-DB) #8ffb42da	03:52:00	0.00 USD
bugFix + sound	01:34:00	0.00 USD