## Detailed report

05/05/2025 - 11/05/2025



Total: 141:06:27 Billable: 00:00:00 Amount: 0,00 USD

Date	Description	Duration	User
11/05/2025	le 07/06 mise en place d'une nouvelle version avec enlevement des flash des cartes et renforcement des screen pause pour faire pause le jeu aussi	<b>02:07:00</b> 23:00:00 - 01:07:00 +1	mouctar bah
	6 qui prend !		
11/05/2025	Started editing credits 2 for the team to choose	00:45:00	Elie
	6 qui prend !	21:45:00 - 22:30:00	
11/05/2025	working with @darren to adjust event + implementation de restart game	02:24:41	lounasss
	6 qui prend !	20:47:47 - 23:12:28	
11/05/2025	Adjust Voiceover by adding that there is multiplayer and single player, plus add music for credit scene	01:00:00	Elie
	6 qui prend !	20:30:00 - 21:30:00	
11/05/2025	User Manual	02:19:42	ddarren
11/00/2020	6 qui prend !	18:58:18 - 21:18:00	danon
11/05/2025	photo editing and changing backgrounds on pics art + 1st credit scenes gonna do a second credit and make a vote on	03:05:00	Elie
	them	16:45:00 - 19:50:00	
	6 qui prend !		
11/05/2025	Godot Slected Cards to Table animation Connection [a1adcd40dc4cd69a48e508f81efebb5cfd5203cf]	00:49:00	ddarren
	6 qui prend !	16:00:00 - 16:49:00	
11/05/2025	le 06/06 rencontre avec team à la fac	01:54:00	mouctar bah
	6 qui prend !	14:06:00 - 16:00:00	
11/05/2025	le 05/06 travail sur le single player avec des updates pour une	06:08:00	mouctar bah
	nouvelle version plus 6 qui prend!	12:13:00 - 18:21:00	
11/05/2025	Godot Slected Cards to Table animation Connection	03:03:56	ddarren
11/03/2023	[a1adcd40dc4cd69a48e508f81efebb5cfd5203cf]	11:49:11 - 14:53:07	udanen
	6 qui prend !		
11/05/2025	le 06/06 finalisation de la version 2.1	01:55:00	mouctar bah
	6 qui prend !	11:13:00 - 13:08:00	
11/05/2025	Ecriture du rapport final + gestion équipe via Discord	08:15:00	Kylian
	(attribution de tache / aide global) 6 qui prend !	10:36:00 - 18:51:00	

11/05/2025	le 11/06 mise en place du bouton sort et de blocage des cartes lors de la partie pour empecher qu'on clique pendant le jeu.	<b>02:54:00</b> 00:23:00 - 03:17:00	mouctar bah
	6 qui prend !		
11/05/2025	le 06/06 travail sur game state label et sur les noms des joiueurs avec un back et un bon alignement et tous.	04:28:00	mouctar bah
	6 qui prend !	00:06:00 - 04:34:00	
10/05/2025	Fix Token not working on OVH machine	03:27:00	Kylian
	6 qui prend !	22:36:00 - 02:03:00 +1	
10/05/2025	Godot Slected Cards to Table animation Connection	00:25:16	ddarren
	6 qui prend !	19:58:26 - 20:23:42	
10/05/2025	Godot Table Animation in Correct order	00:29:39	ddarren
	[f6d3f14229e18747cd7a21a1604a49156d387942] 6 qui prend !	19:20:00 - 19:49:39	
40/0E/2025	Codet Diagraphic and table	00:27:02	delarran
10/05/2025	Godot Player cards and table cards animation 6 qui prend!	00:37:02 16:35:00 - 17:12:02	ddarren
10/05/2025	Fix bug password hash server side	01:13:00	Kylian
	6 qui prend !	15:36:00 - 16:49:00	
10/05/2025	Godot Player cards and table cards animation	00:16:41	ddarren
	6 qui prend !	10:33:22 - 10:50:03	
10/05/2025	Godot Player cards and table cards animation	00:50:00	ddarren
	6 qui prend !	09:13:43 - 10:03:43	
09/05/2025	Got the intro of the trailer done (rick and morty part secured!)	02:00:00	Elie
00/00/2020	<ul> <li>+ worked on designs and background for team roles making and creating logos for each members roles used picsart and help of generative AI+ changed the text in the trailer from Lobster to Kenvector future</li> </ul>	22:15:00 - 00:15:00 +1	
	6 qui prend !		
08/05/2025	Godot lobby players cards	01:08:20	ddarren
	[ac3e7e7c5ab7ab4d8730c3d75babfe7c8842f546]	19:46:00 - 20:54:20	
	6 qui prend !		
08/05/2025	metting exceptionnel pour tout revoir et fixer ce qu'il faut	01:09:34	lounasss
	6 qui prend !	19:05:00 - 20:14:34	
08/05/2025	metting exceptionnel pour tout revoir et fixer ce qu'il faut	02:40:00	lounasss
	6 qui prend !	15:10:00 - 17:50:00	
08/05/2025	merge on develop + scripting for trailer + VoiceOver + music	02:30:00	Elie
	+ intro research for a specific scene of rick and morty (thanks to yarn found it)	14:30:00 - 17:00:00	
	6 qui prend !		
08/05/2025	Godot lobby players cards	02:05:20	ddarren
	[ae873d3e156afdab2663bdee41eedfc00a1db478] 6 qui prend!	14:25:00 - 16:30:20	

08/05/2025	editing the trailer	00:45:00	Elie
	6 qui prend !	12:30:00 - 13:15:00	
08/05/2025	metting exceptionnel pour tout revoir et fixer ce qu'il faut	02:30:00	lounacce
06/03/2023	6 qui prend!	11:00:00 - 13:30:00	lounasss
08/05/2025	HashPass in server + Bugfix w @team	06:00:00	Ömer
	6 qui prend !	10:00:00 - 16:00:00	
08/05/2025	special meeting new cfg file to solve all this: 881456150e31ade2f748bb7edc4ffd4344ee65c6 its working and everything is okay! after an hour of half of work it worked and issues with the whole page where couldnt click when overlays are on now it worked can close overlay, plus can t click on button and it wouldnt change the color 58b67715b00d16468e43d1d0c7a489de9746a2ed 6 qui prend!	<b>02:45:00</b> 09:30:00 - 12:15:00	Elie
08/05/2025	team meeting to work	07:30:00	neilakrika
	6 qui prend !	09:30:00 - 17:00:00	
00/05/0005	Codet Animation Fig Otant of Johnson	05,00,00	ddama
08/05/2025	Godot Animation Fix + Start of lobby players cards [9e01bb9ca2fc59ba02432385e1f569432e5a46af]	05:00:00 09:00:00 - 14:00:00	ddarren
	6 qui prend !		
08/05/2025	Réunion Crous / FIX de bugs / Finish WSS & HTTPS /	11:30:00	Kylian
	Implement Server Bcrypt	09:00:00 - 20:30:00	
	6 qui prend !		
07/05/2025	Godot Animation struggle continues [e775fd81bfd02d53c1b8cad25ea82d6fa98bc73e]	01:02:24	ddarren
	6 qui prend!	21:17:00 - 22:19:24	
07/05/2025	post lunch work meeting colourblindness is working 881456150e31ade2f748bb7edc4ffd4344ee65c6 got one issue of setting manager gonna solve it later tonight 6 qui prend!	<b>01:00:00</b> 18:00:00 - 19:00:00	Elie
07/05/2025	Godot Multiplayer Animation try + select card bug	04:02:56	ddarren
	[bfc38986921b7c3e49caa95c69adf89226fa519b]	16:30:39 - 20:33:35	
	6 qui prend !		
07/05/2025	Second Flyer Adjustment	00:16:03	ddarren
	6 qui prend !	16:04:23 - 16:20:26	
07/05/2025	review auth + Fixed multiple connection of the same account	06:20:00	Ömer
	on different devices #625387d3	16:00:00 - 22:20:00	
	6 qui prend !		
07/05/2025	Travail en salle / HTTPS & WSS	03:15:00	Kylian
	6 qui prend !	16:00:00 - 19:15:00	
07/05/2025	weekly team meeting	03:00:00	neilakrika
	6 qui prend !	14:00:00 - 17:00:00	
07/05/2025	meeting w @Team + BugFix + ConflictFix + Flayers + WSS(failed) on Web export GODOT	06:13:00	Ömer
	6 qui prend !	12:01:00 - 18:14:00	

06/05/2025	travail maintenant tout est colorblind mais pas fini car le jeux ouvre colorblind et impossible de retourner normal continue demain :168ef98b6521f76ac120d18c77ec8e56da3ecd8b 6 qui prend!	<b>01:00:00</b> 22:45:00 - 23:45:00	Elie
06/05/2025	avant dernier meeting , bugfix 6 qui prend !	<b>03:30:00</b> 14:00:00 - 17:30:00	lounasss
06/05/2025	Week Meeting 6 qui prend!	<b>05:00:00</b> 13:30:00 - 18:30:00	Kylian
06/05/2025	Meeting & stuff 6 qui prend !	<b>04:45:53</b> 13:27:39 - 18:13:32	ddarren
06/05/2025	conflict resolution plus 1 merges and one commit and two branches video editing: added music, text and the photos, Accessibility reset button functional + no more issues with settings button reconfigured the initial file from the plugin. STILL HAVE TO FIGURE OUT HOW TO MAKE THE ACCESSIBILITY SETTINGS STAY IN THE SAME PLACE AFTER COMING BACK FROM PLAYER MODES (SO ISSUE IS WHEN MODIFY ACCESSIBILITY GO INTO GAME AND COMEBACK THE SLIDERS ARE AT 0 AND DONT SAVE AFTER GOING OUT OF THE MAINMENU SCENE) fixed: 96091c7598d8f98292007aaa114920a89d55c347 STILL HAVE COLORBLINDNESS FOR ACCESSIBILITY MAKE IT GLOBAL: working on it git hash: 0b44910aa1b556a90f952c9603b50b82ff044ff 05d4b54cfe168a76220ce22de8da0eb0efa2c4dd 5b58b719812158ee6cf98975690fb4b66facf2cb	<b>05:00:00</b> 12:30:00 - 17:30:00	Elie
05/05/2025	Week Report Write 6 qui prend!	<b>00:26:00</b> 00:17:00 - 00:43:00	Kylian
05/05/2025	Envoi Time Sheet de la semaine	00:15:00	Kylian