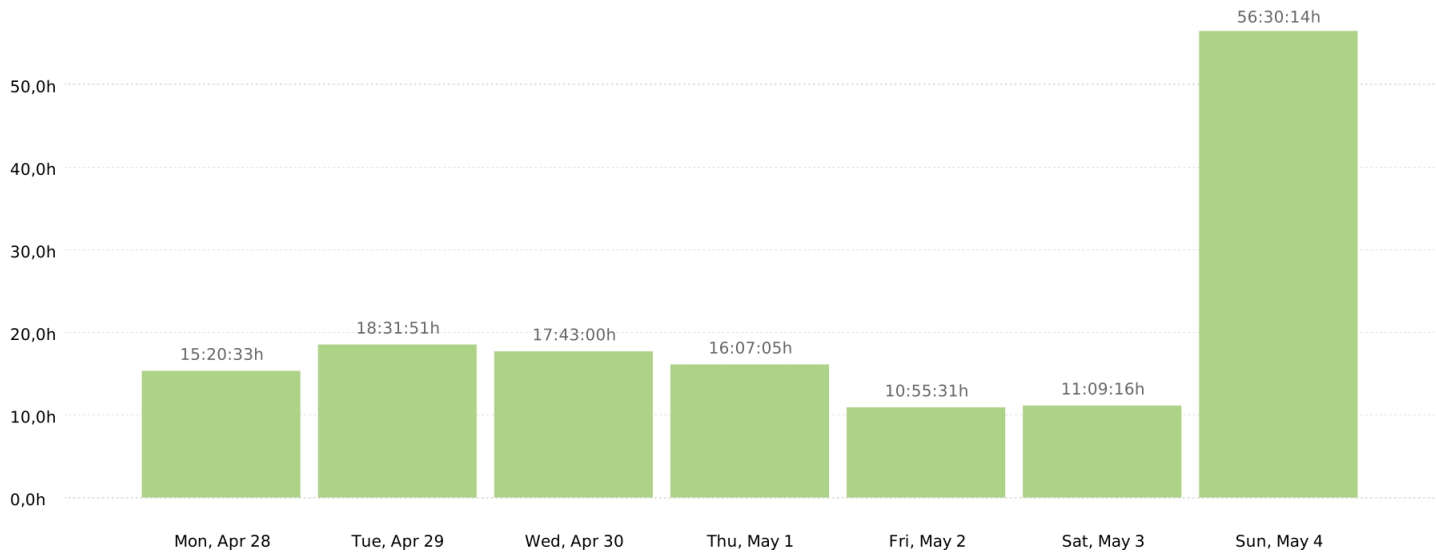


# Summary report

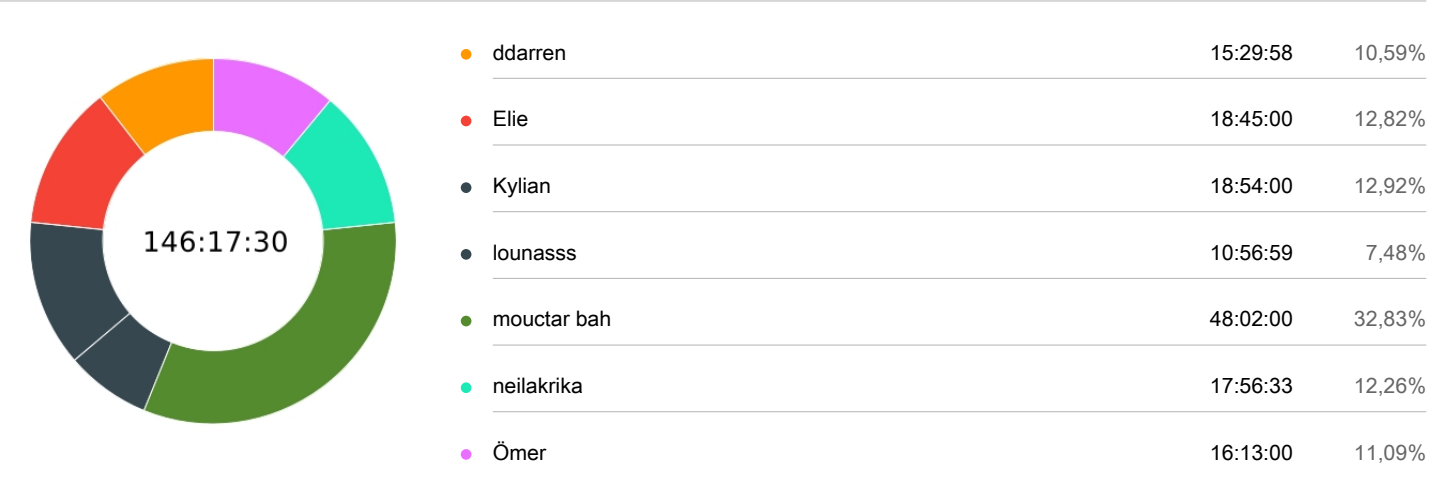
28/04/2025 - 04/05/2025



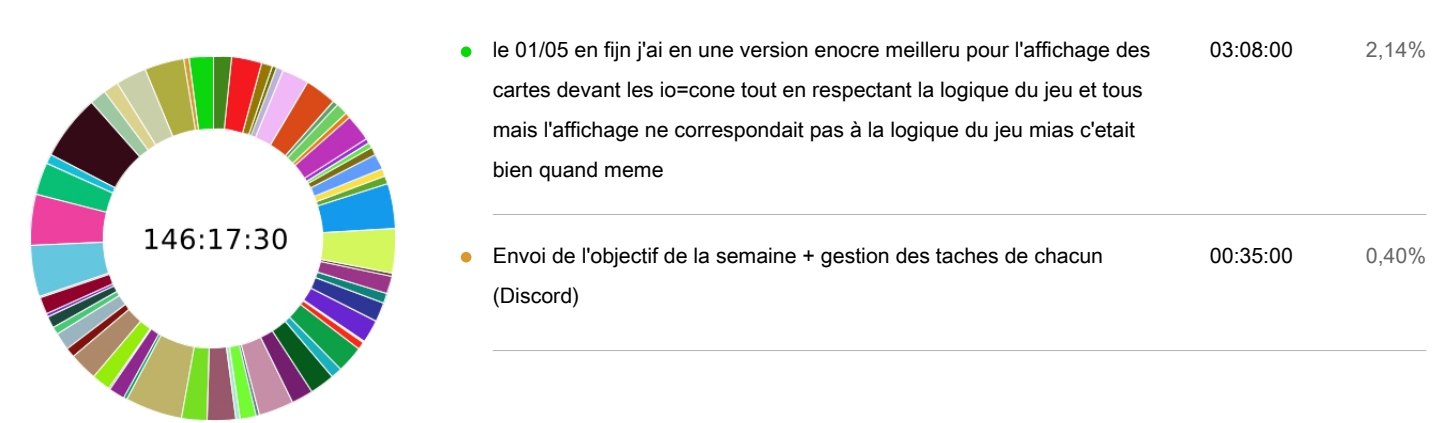
Total: 146:17:30    Billable: 00:00:00    Amount: 0,00 USD



## User



## Description



● le 28/04 travail sur le jeu single player pour la mise en place des bots du joueur mais avec quelques petit soucis tester à verifier mais pas d'issus car pour le placement des cartes j'ai pas compris ce que @omer à fait	05:07:00	3,50%
● 27b062dff5f8e4c78d635c60e0dc7709d13c075a (main menu with one issue)	04:00:00	2,73%
953b4b247ba4af985b9f955c392aa7ba64109b61 (issue fixed but found out it was 2 issues making buttons not clickable is left to fix the issue used the old rules and made it better using rules_new rest the click issue to fix)		
b78f15d03763c332181d49825d057e3daba91110 (Turning off the colorblind mode is working!)		
● le 28/04 travail sur le jeu single player pour afficher les bots des icon	01:56:00	1,32%
● Bot fixes : cas special (choix d'une rangée )+ passage au tour suivant pour le bot (attente des autres) => 1af322a0	02:13:17	1,52%
● le 04/05 version 2.0 de single player disponible e27dc49..21117e3 maintenant tous fonctionne bien mais juste probleme d'affichage par ordre et un peu d'animation aussi mais sinon tout fonctionne	08:30:00	5,81%
● new rules scene where I entered the whole rules scene in the middle of screne (started from scratch a new rules scene where I used margin container to modify positioning plus added the nodes and elements ) had an issue with positioning the logo and close button but then figured it out	01:15:00	0,85%
git hash: 1eec8974de5e0478117418d2e0df844aac226c12		
● meeting w @Team + exported worked (check for secured web https)	04:09:00	2,84%
● le 02/05 avec @omer on a essayer de regler le probleme logic et tous ça marchait bien maintenant mais le ramassage était automatique pour tout le monde et ça causait probleme	06:34:00	4,49%
● Fixed double generation cards on GDscript + updated w @mouctar #04c14bd0	06:40:00	4,56%
● Godot Settings File problem fix [21bebea44b191b5dcd1e71ab300d18ee5a76d6ac]	00:12:14	0,14%
● Make Gantt Detailed for last weeks	02:07:00	1,45%

● le 29/04 repris le jeu pour regler l'affichage	00:33:00	0,38%
● helping for multiplayer room players handling	01:25:00	0,97%
● Godot Bug fixes [7280e2f2f35b8326c50ed066acd79a873a345b54]	00:59:19	0,68%
● worked on reset button which now works after a while of issues	02:15:00	1,54%
commit hash: 299d0ee28e0761cd2b21a18b517d0609f2656f87		
● add bot in players #1cf574a	01:15:00	0,85%
● add scoreboard scene/script #b6bb4fc	03:40:00	2,51%
● Godot All Settings Overlay Visual Fix [2da58db3cb7bad0f4d87cb6a8e76afb0a45721c5] + Font Design Choice Text	02:26:00	1,66%
● added sound when hovering over accessibility button and set the brightness and contrast on default when opening accessibility before it showed the slider at 0 not at default commit hash: 8cf64875d70b3e31d11084199015dfd0588d117f	00:15:00	0,17%
● Bot fixes : cas special (choix d'une rangée )+ passage au tour suivant pour le bot (attente des autres) + prise e compte du classement par manche + test	02:00:00	1,37%
● botfix : send an event when bt is choosing a row + detect end game even if no one is playing => bca93f02	00:30:12	0,34%
● le 03/05 la premiere version de single player en fin disponible mais avec ramassage automatique toujours	07:18:00	4,99%
● work on mp lobby	03:24:00	2,32%
● Godot Card Animation Start [Not yet committed for branch integrity]	03:37:00	2,47%
● Godot Merge Conflict Resolution [bcb86b1aedc06669d70fe4e7f41690baec3f9662]	00:35:18	0,40%
● kick a player/bot => 8c652d9f	02:00:00	1,37%
● picture enhancing	00:30:00	0,34%
● Week Meeting	04:30:00	3,08%

● Essai Communication serveur Web + Achat domain avec certificat SSL pour essayer de l'installer de nous même sur le bastion + Envoi mail pour rafraichir le ssl du bastion	02:46:00	1,89%
● SSL certif has expired ? (couldnt apply https on server-godot)	03:18:00	2,26%
● Merge des derniers fix pour l'objectif de la semaine + Retour de bug sur certains élément (8f626dd64e0c70c7e4f35d9bc2254032314c4448)	01:24:00	0,96%
● weekly team meeting (work with server for multiplayer game)	03:30:00	2,39%
● when creating the reset button for accessibility I accidentally deactivated the reset button for the settings now we will fix it + added colorblindness scene, commit hash : eee302c2ecf3db0597e8cda8a4baa8e6473376f4  now still trying to find what is the issue will continue later	01:00:00	0,68%
● Send Updated Previous Week Time Sheets	00:13:00	0,15%
● fixed the rules: now when overlay on can't link buttons!  git hash: 6f558fe0342ee97c5e63345d41e2ca8a31961eb3  plus worked on video ideas for the trailer	03:00:00	2,05%
● Création bot discord pour envoyer nos feedback du site sur notre serveur	02:28:00	1,69%
● watched this video <a href="https://www.youtube.com/watch?v=YVGL3liffLc">https://www.youtube.com/watch?v=YVGL3liffLc</a> and installed a plugin on GitHub for colour-blindness still trying to figure it out	01:15:00	0,85%
● Export Godot Web 100% fonctionnelle communiquant avec le serveur en http (pour l'instant)	02:16:00	1,55%
● centered rules  commit hash: ebd25d45f3554327ac4999c1543bae4d5ebe387	00:30:00	0,34%
● le 29/04 debug du jeu et une version plus adapter tout en faisant dans le gameboardSP la logique	05:43:00	3,91%

● le 01/05 recommence le jeu en reaptant avec ce que @omer a fait car j'ai oublier sp_game et j'ai mis le tous dans gameboard donc retour à la case	05:47:00	3,95%
● Video editing for the trailer	01:00:00	0,68%
● worked on settings reset issue didn't fix it yet back to the code of friday	01:00:00	0,68%
● found out a line written resets the accessibility settings every time we click on it	02:00:00	1,37%
reset button issue is being treated this is the issue ( Your config's <b>**Default/Mode**</b> is ending up as `3`, but your `DisplayOption` only has <b>**3 items**</b> (indices `0`, `1` and `2`). When you do `select(3)`, Godot rightly says "index 3 is out of bounds.")		
searched for 30 minutes for a bug turns out a signal wasn't there		
● Gestion de l'avancement de chacun / Merge request et fix de bugs	01:06:00	0,75%
● godot export failed due to non secured web(http), working on https...	00:41:00	0,47%
● work on play game #04dce80	00:36:00	0,41%
● le 29/04 rencontre avec team à la fac	03:26:00	2,35%
● got colourblind to workkk!	00:45:00	0,51%
git hash 2e3a13169ca21162be64e2ed46e1d3c5316feece		
● bot index handling debug #82482f2	01:30:00	1,03%
● bugfix : bot-kick par le host (removeUser without socketid) => 78e33324	00:43:30	0,50%
● launch game once for all users in room + debug game play from linking the two scenes	04:01:33	2,75%
● réunion du mardiiii , ajustement et bugfixs	03:30:00	2,39%
● Open Ionos Account and buy domain .fr for website / Link DNS to website	00:51:00	0,58%
● Accomplissement objectif : sortie d'une première beta	00:38:00	0,43%
● Godot Correcting Table Cards Visual + Second Flyer Idea	01:21:16	0,93%
● Godot Team Meeting + Work [94f787f84e150f0a63f589c81aefc841cb8d2c99]	03:55:35	2,68%

- Godot last gameboard HMI changes  
[31bb8f374de2f50e5ca5b1292e6ad978b2c53591]

02:23:16

1,63%

User / Description	Duration	Amount
<b>ddarren</b>	<b>15:29:58</b>	<b>0,00 USD</b>
Godot Settings File problem fix [21bebea44b191b5dcd1e71ab300d18ee5a76d6ac]	00:12:14	0.00 USD
Godot Bug fixes [7280e2f2f35b8326c50ed066acd79a873a345b54]	00:59:19	0.00 USD
Godot All Settings Overlay Visual Fix [2da58db3cb7bad0f4d87cb6a8e76afb0a45721c5] + Font Design Choice Text	02:26:00	0.00 USD
Godot Card Animation Start [Not yet committed for branch integrity]	03:37:00	0.00 USD
Godot Merge Conflict Resolution [bcb86b1aedc06669d70fe4e7f41690baec3f9662]	00:35:18	0.00 USD
Godot Correcting Table Cards Visual + Second Flyer Idea	01:21:16	0.00 USD
Godot Team Meeting + Work [94f787f84e150f0a63f589c81aefc841cb8d2c99]	03:55:35	0.00 USD
Godot last gameboard HMI changes [31bb8f374de2f50e5ca5b1292e6ad978b2c53591]	02:23:16	0.00 USD
<b>Elie</b>	<b>18:45:00</b>	<b>0,00 USD</b>
27b062dff5f8e4c78d635c60e0dc7709d13c075a (main menu with one issue) 953b4b247ba4af985b9f955c392aa7ba64109b61 (issue fixed but found out it was 2 issues making buttons not clickable is left to fix the issue used the old rules and made it better using rules_new rest the click issue to fix) b78f15d03763c332181d49825d057e3daba91110 (Turning off the colorblind mode is working!) Prise de photo et video pour trailer Research how to make the colour blindness for all scenes since I used a plugin for it to work 38c76f6e78605b2a57d2ba57c92621539a5bdc59 (Started Working on reset button for accessibility feature but had issues with the code continue tomorrow)	04:00:00	0.00 USD
new rules scene where I entered the whole rules scene in the middle of screne (started from scratch a new rules scene where I used margin container to modify positioning plus added the nodes and elements ) had an issue with positioning the logo and close button but then figured it out git hash: 1eec8974de5e0478117418d2e0df844aac226c12	01:15:00	0.00 USD
worked on reset button which now works after a while of issues commit hash: 299d0ee28e0761cd2b21a18b517d0609f2656f87	02:15:00	0.00 USD

added sound when hovering over accessibility button and set the brightness and contrast on default when opening accessibility before it showed the slider at 0 not at default commit hash: 8cf64875d70b3e31d11084199015dfd0588d117f	00:15:00	0.00 USD
picture enhancing	00:30:00	0.00 USD
when creating the reset button for accessibility I accidentally deactivated the reset button for the settings now we will fix it + added colorblindness scene, commit hash : eee302c2ecf3db0597e8cda8a4baa8e6473376f4  now still trying to find what is the issue will continue later	01:00:00	0.00 USD
fixed the rules: now when overlay on can't link buttons!  git hash: 6f558fe0342ee97c5e63345d41e2ca8a31961eb3  plus worked on video ideas for the trailer	03:00:00	0.00 USD
watched this video <a href="https://www.youtube.com/watch?v=YVGL3lilhLc">https://www.youtube.com/watch?v=YVGL3lilhLc</a> and installed a plugin on GitHub for colour-blindness still trying to figure it out	01:15:00	0.00 USD
centered rules  commit hash: ebd25d45f3554327ac4999c1543bae4d5ebe387	00:30:00	0.00 USD
Video editing for the trailer	01:00:00	0.00 USD
worked on settings reset issue didn't fix it yet back to the code of friday	01:00:00	0.00 USD
found out a line written resets the accessibility settings every time we click on it  reset button issue is being treated this is the issue ( Your config's <b>Default/Mode</b> is ending up as `3`, but your `DisplayOption` only has <b>3 items</b> (indices `0`, `1` and `2`). When you do <code>.select(3)</code> , Godot rightly says "index 3 is out of bounds.")  searched for 30 minutes for a bug turns out a signal wasn't there  when clicked on a setting (rules, accessibility, settings) the others are not clickable  commit hash: 8da7eae36bea475abb4275a8c3547fff6843c843	02:00:00	0.00 USD
got colourblind to workkk!  git hash 2e3a13169ca21162be64e2ed46e1d3c5316feece	00:45:00	0.00 USD
<b>Kylian</b>	<b>18:54:00</b>	<b>0,00 USD</b>
Envoi de l'objectif de la semaine + gestion des taches de chacun (Discord)	00:35:00	0.00 USD
Make Gantt Detailed for last weeks	02:07:00	0.00 USD
Week Meeting	04:30:00	0.00 USD
Essai Communication serveur Web + Achat domain avec certificat SSL pour essayer de l'installer de nous même sur le bastion + Envoi mail pour rafraichir le ssl du bastion	02:46:00	0.00 USD

Merge des derniers fix pour l'objectif de la semaine + Retour de bug sur certains élément (8f626dd64e0c70c7e4f35d9bc2254032314c4448)	01:24:00	0.00 USD
Send Updated Previous Week Time Sheets	00:13:00	0.00 USD
Création bot discord pour envoyer nos feedback du site sur notre serveur	02:28:00	0.00 USD
Export Godot Web 100% fonctionnelle communiquant avec le serveur en http (pour l'instant)	02:16:00	0.00 USD
Gestion de l'avancement de chacun / Merge request et fix de bugs	01:06:00	0.00 USD
Open Ionos Account and buy domain .fr for website / Link DNS to website	00:51:00	0.00 USD
Accomplissement objectif : sortie d'une première beta	00:38:00	0.00 USD
<b>lounasss</b>	<b>10:56:59</b>	<b>0,00 USD</b>
Bot fixes : cas special (choix d'une rangée )+ passage au tour suivant pour le bot (attente des autres) => 1af322a0	02:13:17	0.00 USD
Bot fixes : cas special (choix d'une rangée )+ passage au tour suivant pour le bot (attente des autres) + prise e compte du classement par manche + test	02:00:00	0.00 USD
botfix : send an event when bt is choosing a row + detect end game even if no one is playing => bca93f02	00:30:12	0.00 USD
kick a player/bot => 8c652d9f	02:00:00	0.00 USD
bugfix : bot-kick par le host (removeUser without socketid) => 78e33324	00:43:30	0.00 USD
réunion du mardiiii , ajustement et bugfixs	03:30:00	0.00 USD
<b>mouctar bah</b>	<b>48:02:00</b>	<b>0,00 USD</b>
le 01/05 en fijn j'ai en une version enocre meilleru pour l'affichage des cartes devant les io=cone tout en respectant la logique du jeu et tous mais l'affichage ne correspondait pas à la logique du jeu mias c'était bien quand meme	03:08:00	0.00 USD
le 28/04 travail sur le jeu single player pour la mise en place des bots du joueur mais avec quelques petit soucis tester à verifier mais pas d'issus car pour le placement des cartes j'ai pas compris ce que @omer avait fait	05:07:00	0.00 USD
le 28/04 travail sur le jeu single player pour afficher les bots des icon	01:56:00	0.00 USD
le 04/05 version 2.0 de single player disponible e27dc49..21117e3 maintenant tous fonctionne bien mais juste probleme d'affichage par ordre et un peu d'animation aussi mais sinon tout fonctionne	08:30:00	0.00 USD
le 02/05 avec @omer on a essayer de regler le probleme logic et tous ça marchait bien maintenant mais le ramassage était automatique pour tout le monde et ça causait probleme	06:34:00	0.00 USD
le 29/04 repris le jeu pour regler l'affichage	00:33:00	0.00 USD



le 03/05 la premiere version de single player en fin disponible mais avec ramassage automatique toujours	07:18:00	0.00 USD
le 29/04 debug du jeu et une version plus adapter tout en faisant dans le gameboardSP la logique	05:43:00	0.00 USD
le 01/05 recoomence le jeu en reaptant avec ce que @omer a fait car j'ai oublier sp_game et j'ai mis le tous dans gameboard donc retour à la case	05:47:00	0.00 USD
le 29/04 rencontre avec team à la fac	03:26:00	0.00 USD
<b>neilakrika</b>	<b>17:56:33</b>	<b>0,00 USD</b>
add bot in players #1cf574a	01:15:00	0.00 USD
add scoreboard scene/script #b6bb4fc	03:40:00	0.00 USD
work on mp lobby	03:24:00	0.00 USD
weekly team meeting (work with server for multiplayer game)	03:30:00	0.00 USD
work on play game #04dce80	00:36:00	0.00 USD
bot index handling debug #82482f2	01:30:00	0.00 USD
launch game once for all users in room + debug game play from linking the two scenes	04:01:33	0.00 USD
<b>Ömer</b>	<b>16:13:00</b>	<b>0,00 USD</b>
meeting w @Team + exported worked (check for secured web https)	04:09:00	0.00 USD
Fixed double generation cards on GDscript + updated w @mouctar #04c14bd0	06:40:00	0.00 USD
helping for multiplayer room players handling	01:25:00	0.00 USD
SSL certif has expired ? (couldnt apply https on server-godot)	03:18:00	0.00 USD
godot export failed due to non secured web(http), working on https...	00:41:00	0.00 USD