REMOTE NAVAL BATTLE

REVIEW N°2 (IN ENGLISH!)

SUMMARY

- Team composition
- Specifications
- Project state
 - Problems encountred and their solutions
 - ▶ Tasks performed
 - Personal tasks
- ► GANTT comparison
- Equipements justification

TEAM COMPOSITION

- ▶ Jordan CHAMPAULT
- ► Loelia THEVENIN
- ► Cyril COLINET

SPECIFICATIONS

- Realization of a functional prototype of naval battle
 - Wireless connection for a domestic use (without wire)
 - Two displays (one per player)
 - Every displays shows both railings simultaneously/alternately
 - Respect of the rules of classical naval battle (100 compartements, game turn by turn)

PROJECT STATE PROBLEMS ENCONTRED & SOLUTIONS

- Wireless link with bluetooth complex to implement
 - Data processing (send/receive)
 - Solution: persistance (success = persistance) ©
- Which changes since the first review ?
 - ► The non-wired connection works finaly!

TASKS PERFORMED

- ▶ Playable graphical interface → OK
- ▶ Data storage in arrays ans reusing → OK
- ▶ Winner and looser definition → OK
- ▶ Send/Receive data with Bluetooth → OK
- ▶ Sustainable Development → OK
- ▶ Writting of the file → OK
- Pooling of the graphic part and the send/receiving part (front-end / back-end) → WORK IN PROGESS

PERSONAL TASKS

Diagrams

- ► Information chain
- Context SysML
- ► Requirements SysML
- ▶ Management of the **non-wired** communication between both systems
 - Data processing (sending + receiving)
 - ▶ Data conversion (Binary → Hexadecimal → ASCII)

GANTTCOMPARISON

https://raw.githubusercontent.com/LesSinsDuFutur/naval_battle/master/g antttpsreeldossi.PNG

EQUIPEMENTS JUSTIFICATION

- GLCD Display
 - Practice
 - ► Ergonomic
 - Combination of the tactile and the display (2 in 1), so reducing of the composants number
- Bluetooth module
 - Sending/Receiving, contrary to the infrared
 - Sending and fast important reception data reception contrary to the radio frequencies
 - « MORE SIMPLER » to set-up compared with Wi-Fi

THIS THE END!

THANKS FOR LISTENING!