

# Projet Qwirkle

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# Trombinoscope

Alexandre



Martin



Pierre



# Sommaire

- I. Le projet
- II. L'organisation
- III. Algorigrammes
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# I. Le projet

The image features a central light blue cloud-like shape containing the text 'I. Le projet'. Surrounding this central element are several decorative network diagrams. In the top right, a path of four nodes (small blue circles with concentric rings) is connected by lines, with an ellipsis indicating continuation. In the bottom left, a path of four nodes is shown, with the second node from the left being larger than the others. Another path of three nodes is visible in the bottom right. All nodes are blue with concentric circles, and they are connected by thin black lines.

# Le projet



Jeux de Qwirkle



A decorative network diagram with blue nodes and lines. The nodes are represented by concentric circles, with some having a solid blue center and others being hollow. They are connected by thin black lines. There are three main clusters: one in the top right, one in the bottom left, and a small one in the bottom center. Ellipses (...) are used to indicate that the network continues beyond the visible nodes.

# II. L'organisation

# L'Organisation

## Martin

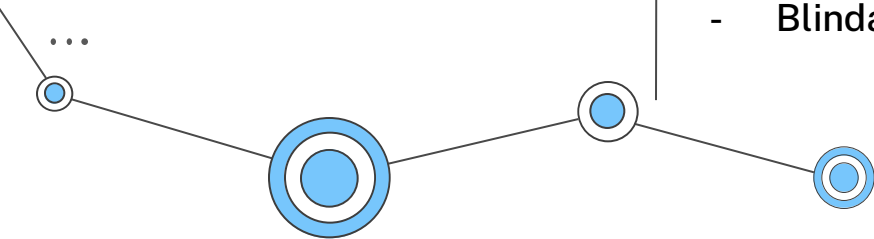
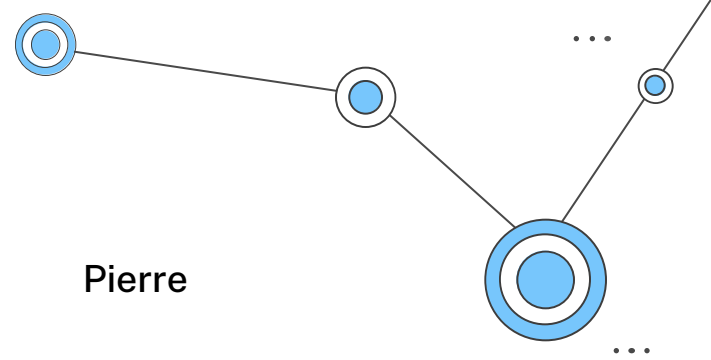
- Organigramme
- Affichage des règles
- Couleurs
- Condition de victoire
- Rotation Joueur

## Alexandre

- Structure
- Déroulement de la partie
- Pioche
- Placement des tuiles
- Plateau
- Blindage

## Pierre

- Powerpoint
- Pioche / Main de départ
- Organigrammes
- Nom et Nombre Joueur
- Structure

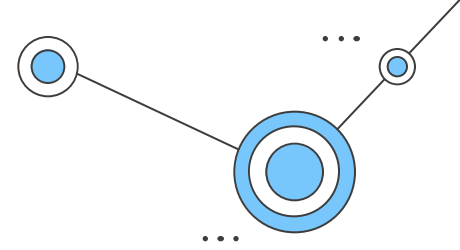




# III. Algorigrammes



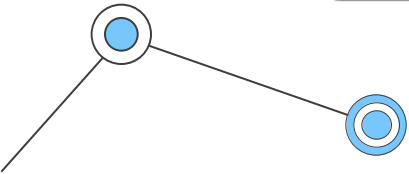
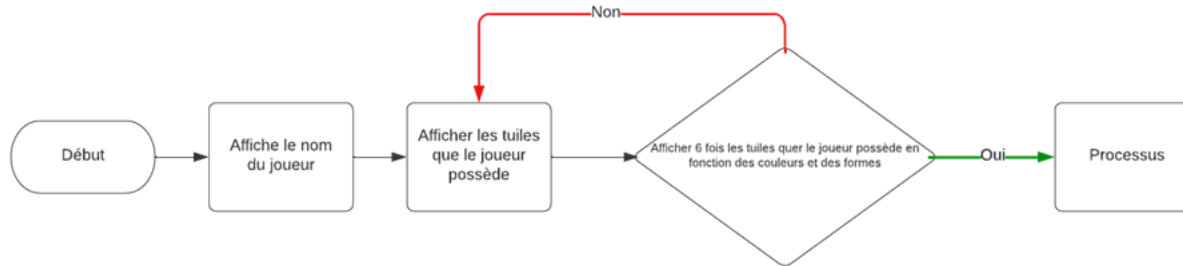
# Algorigrammes



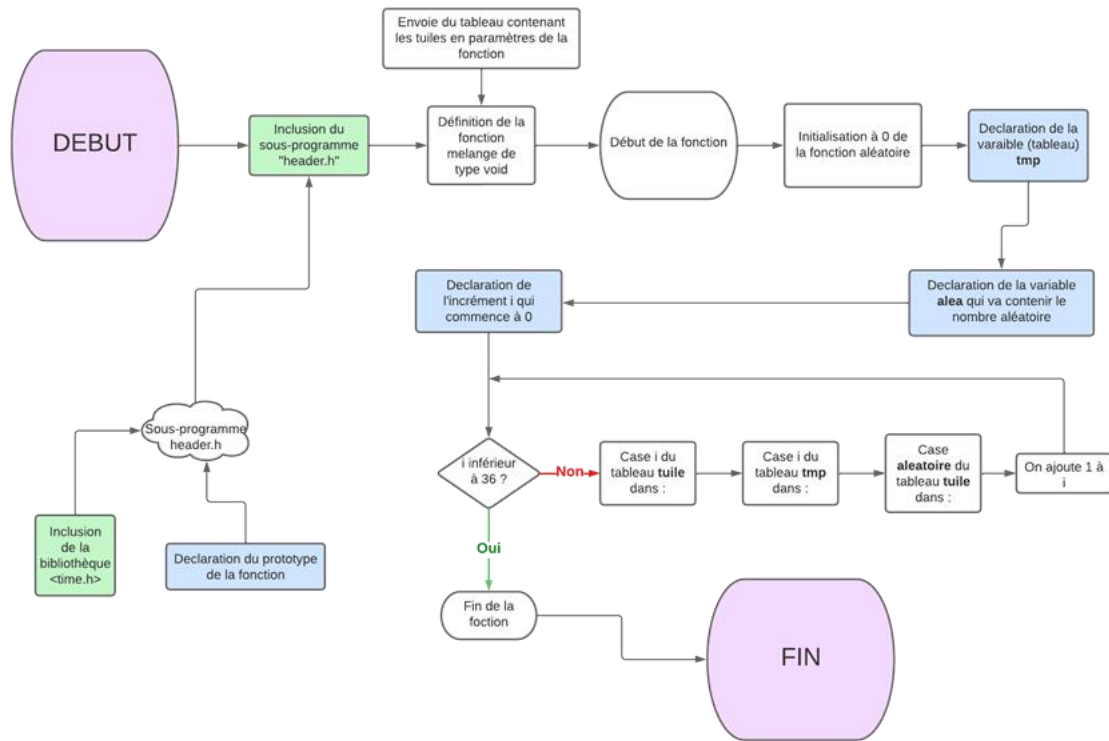
## Algorithme de la pioche



## Algorithme de distribution de main de départ

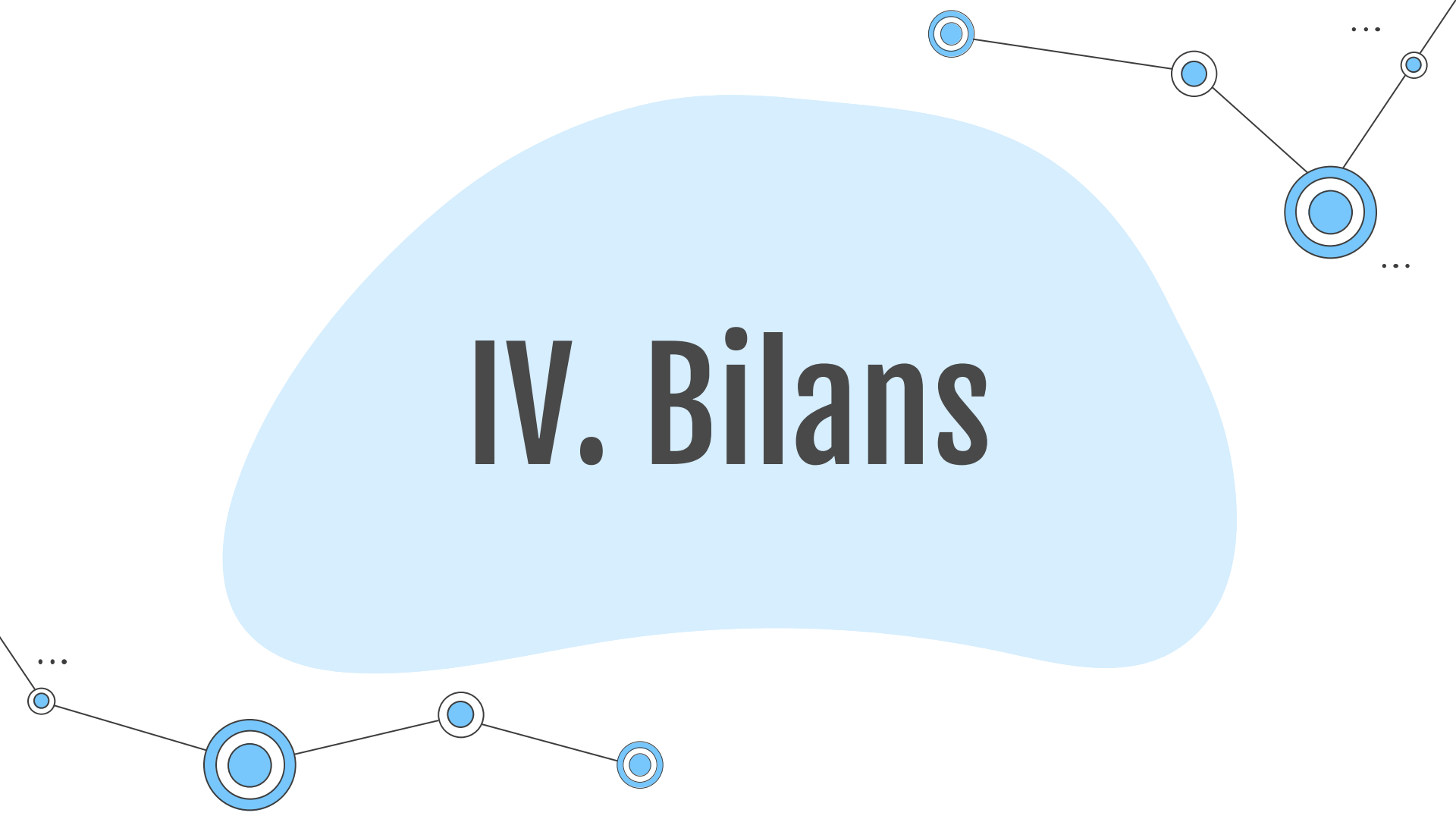


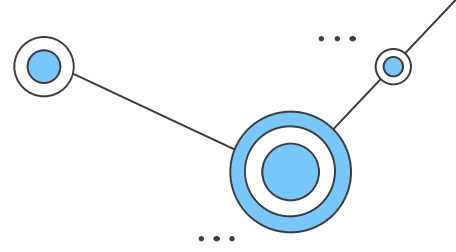
# Algorigrammes



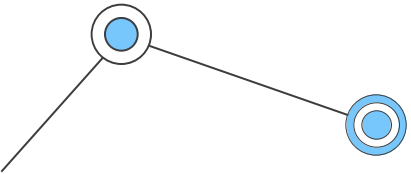
Algorithme de mélange

# IV. Bilans

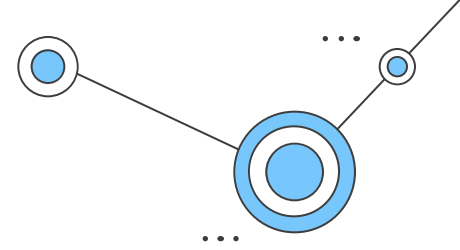




# Bilan collectif



# Bilans individuels



Martin :

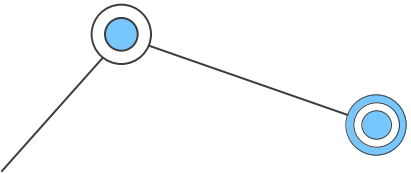
- Quantité de travail
- Avoir une bonne organisation en fonction des compétences.
- Autonomie
- Recherches

Alexandre :

- Difficile
- Riche
- Gestion du temps
- Possibilité d'améliorations

Pierre :

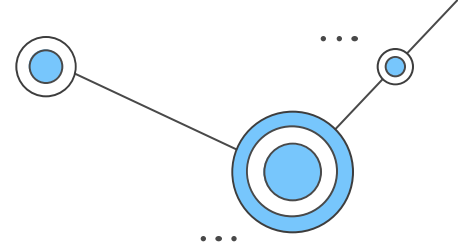
- Projet d'entreprise
- Temps limité
- Recherches personnelles





# V. Sources

# Sources



- OpenClassRoom - Apprenez à programmer en C  
<https://openclassrooms.com/fr/courses/19980-apprenez-a-programmer-en-c>
- Stack Overflow  
<https://stackoverflow.com/>
- Trello  
<https://trello.com/b/METjacLZ/projet-tec-b1-martin-alex-pierre>
- UTC.fr  
<https://www.utc.fr/~boufflet/1/switchex.html>

