TP 2 - Milestones plannification

Techniques d'interaction homme-machine

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Deadlines

– **April 4th** : Finish passing the data through sockets + creating the scene with a cube rotating at a defined speed

– **April 18th** : Finish translating the data into the acceleration (and add the acceleration to our cube)

– **May 2nd** : Start the challenge mode (score, time, etc)

– **May 16th** : Finish all the mission types

– **May 23rd** : Bug testing + polishing (background) + additional features + start report

– **May 30th** : Deliver project