

# Projet SpicyInvader-Thomas

story	terminée_le	tâche	remarque	Totals
Finish game	01 oct. 2023	increase enemy speed		6
	22 sept. 2023	bring up menu (lost)		23
		bring up menu (win)		13
		check if all enemies are killed		10
		check if the position's enemies y is equal of the player's position y		26
HighScore Page	15 sept. 2023	Create the graphical highScore page (low fidelity)		20
		create the english highscore page (console)		16
		create the french highscore page (console)		1
	22 sept. 2023	Create the graphical highScore page (high fidelity)		20
Lockerroom Menu	15 sept. 2023	Create the graphical lockerroom page (low fidelity)		20
		create the english lockerroom page (Console)		10
		create the french lockerroom page (console)		1
Make Menu	06 oct. 2023	chose player name		15

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Make the project report	02 oct. 2023	make the part for the user managment		40
	08 oct. 2023	mettre la pretie db en "il"		63
	09 oct. 2023	Make the part for the creation of the index		23
		modify the database section as recommended by Mr Meylan		23
	11 oct. 2023	do the indorduction for the OO part		3
	13 oct. 2023	Faire la partie P-OO		60
		Finish de UX part		23
		clean up my repport		13
	22 sept. 2023	make the part for the palette color		20
	25 sept. 2023	make the parts for the requests		20
	30 oct. 2023	Refaire une conclusion		14
		refaire l'analyse fonctionnel P-OO		60
		relire le rapport et corriger les éventuelles erreurs		18
Menu	15 sept. 2023	create the grpahical menu (high fidelity)		27
		create the grpahical menu (low findelity)		25
Option page	15 sept. 2023	Create the graphical option page (high fidelity)		15
		Create the graphical option page (low fidelity)		13
		create the english option page (console)		20
		create the french option page (console)		10
Persona	15 sept. 2023	create the first persona		33
		create the second persona		27
Score display	06 oct. 2023	add Point		2
		reset score		1
	09 oct. 2023	display score		2

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Urgente	01 oct. 2023	rendre compatible les variables avec la norme de codage		10
	06 oct. 2023	make my code more readable		29
	07 oct. 2023	do the highScore page (en)		7
		refacor the writing score		15
	11 oct. 2023	comment my source code		76
	13 oct. 2023	Make the unit test		45
	29 sept. 2023	Make new stories		27
		center text		40
		center the titles		46
		reset my value in a method		8
backGround music	22 sept. 2023	mettre la musique d'ambiance		10
backGroundMusic	29 sept. 2023	chose the backgrounds musics		11
		put the songs in the program		55
dataBase connection	07 oct. 2023	Fix the db connection		8
limit ammo	01 oct. 2023	display the ammo number		2
		lose ammo		1
		run out ammo		15
	11 oct. 2023	fix the bug when the player have 1 ammo		50
shoot ammo	06 oct. 2023	fix the first ammo shot bug		74
	22 sept. 2023	Kill the last enemy		10
		edit the enemies's hitBox		51
Totals				1,326