

Le point sur le travail réalisé :

The first thing I did was to document myself, a lot. I read about games game engines in c++ and git for the most.

I made a planning of the tasks we will accomplish. This is on the “MOA” side meaning this does not contains technical tasks.

I also thought about the conception aspect of the project with Morgan and we ended up with a still-incomplete class diagram. We then started to implement it after the setup of the git repository (on bitbucket). I first focused on few classes which handles events, time, services... and then I joined Morgan to implement the game itself.

Les difficultés rencontrées :

We had some conceptual issues like « how are we getting this done ? » or “should we use this pattern or this one ?”

I ran into some technical issues to implements classes dealing with Callbacks and event

La remédiation :

We had to choose the way we designed the game and we will try to keep to that choice.

Concerning the technical issues, I solved them or found another way around and I finally got the things working

Les objectifs à atteindre :

We wanted to organize the project and to get started with the code itself.

The objective is to complete a textual prototype of the game for March, 31st.