

Le point sur le travail réalisé :

I modeled shield, mage's hat and knight's helmet, and I start looking on how create the game menu and the user interface

Les difficultés rencontrées :

The SDL library is complex, and you don't have an already done window or button class. You have to create it by yourself. So it's difficult to understand how to create them.

La remédiation :

Hopefully there are tutorials on internet, which will help me a lot.

Les objectifs à atteindre :

I need to do and finish the game's menu (when you start the game), and the user interface (when you play the game), as it is in the mockup.

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