Le point sur le travail réalisé :
Up until this point, I first did the conception of the game and wrote the Game Design Document that gives all the characteristics of the game so that we can know exactly which aspects we have to do. Then, I took part in the coding of the basis of the project in cooperation with Raphaël Uzan.
We are at the moment working on the first prototype of the project.

Les difficultés rencontrées :
The only difficulties encountered were the ones with our software used to work on the code in group : BitBucket. Learning how it works and how to handle certain situations (merge conflicts for example) can take a little time.
We are also thinking about how we are going to introduce the graphic aspect of the game to the informatic version of it.
There was no difficulty related to the coding yet.

La remédiation :
For the software problems, some researches on the internet were enough to solve the problems of not knowing well the tool. For the reasoning, we consult each other to think about the better way to do it.

Les objectifs à atteindre :
I got to finalise some classes' methods that I left for later to finish faster the overall structure of the project, so that we can run the game entierely with text (no graphisms, no sound).

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