

03/06/2019

Java Project Report



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I. Line Up

- Project Manager: Victor Massotte



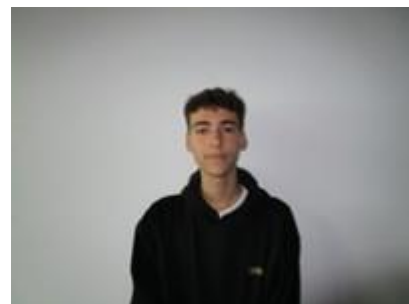
- Valentin Perrier



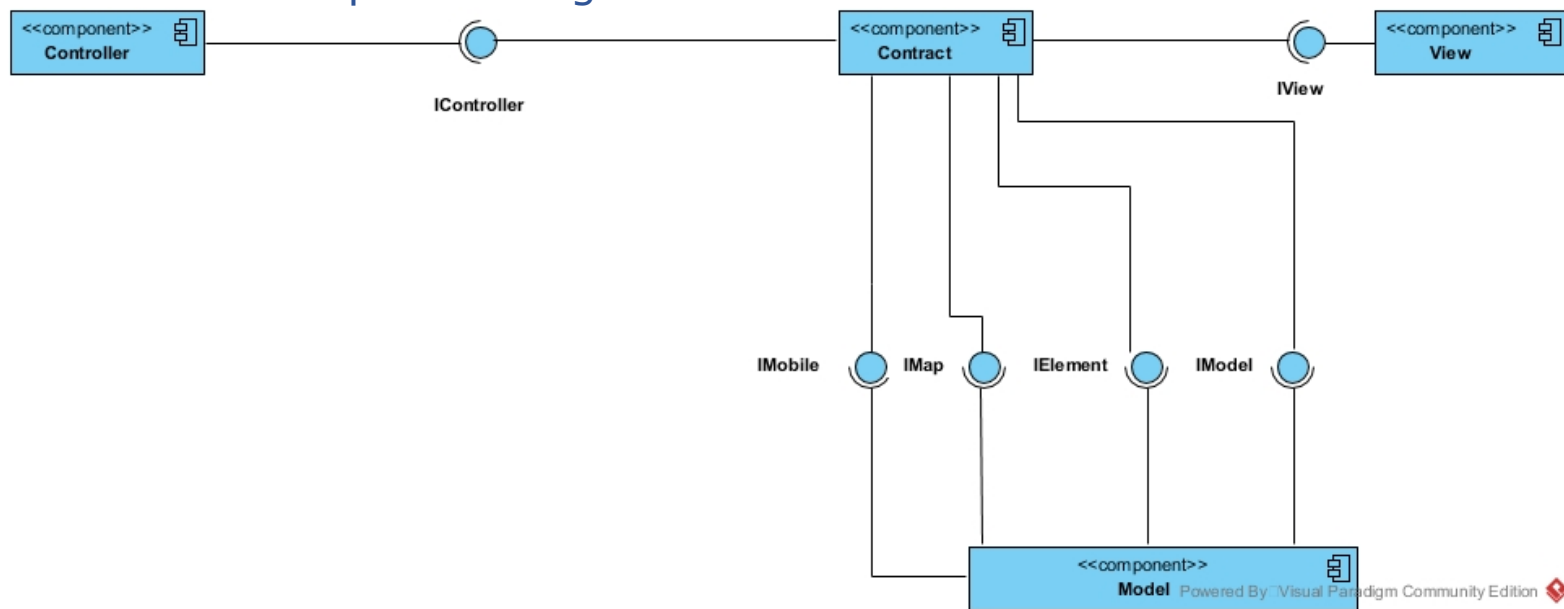
- Kévin Meffodong



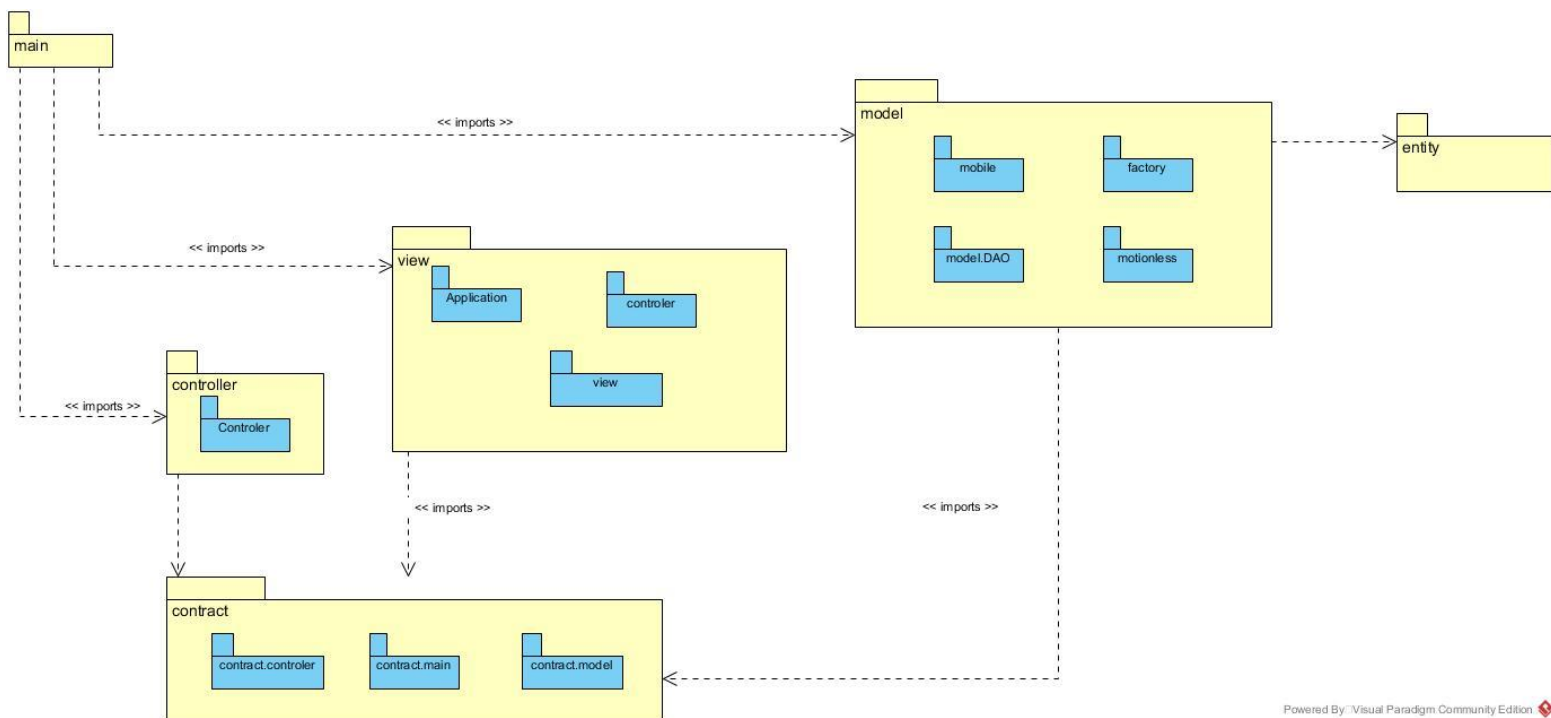
- Thomas Lima



I. Corposant diagram

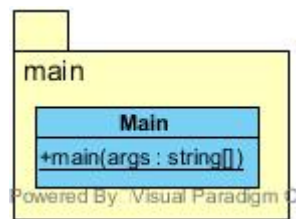


II. Package diagram

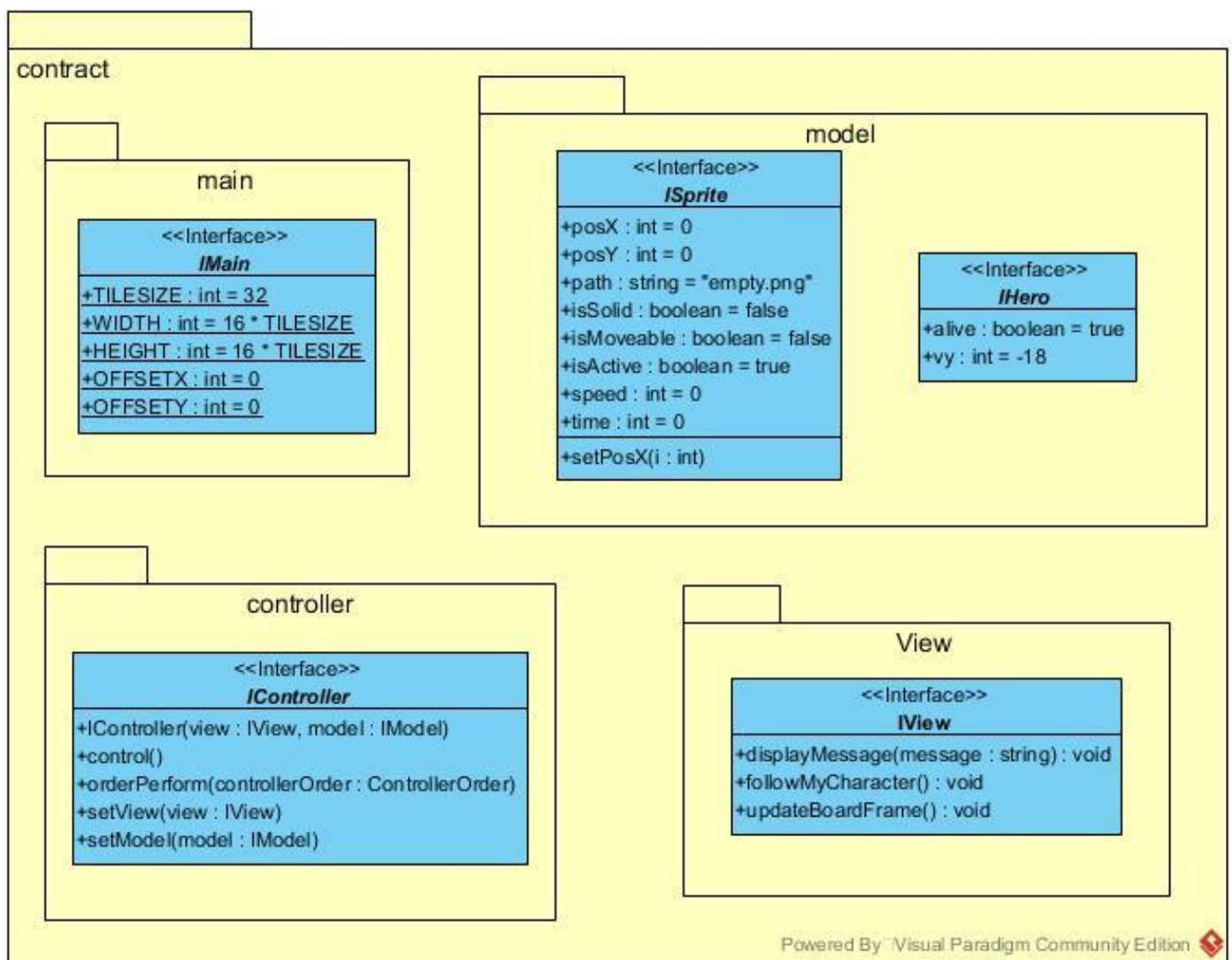


III. Class Diagram

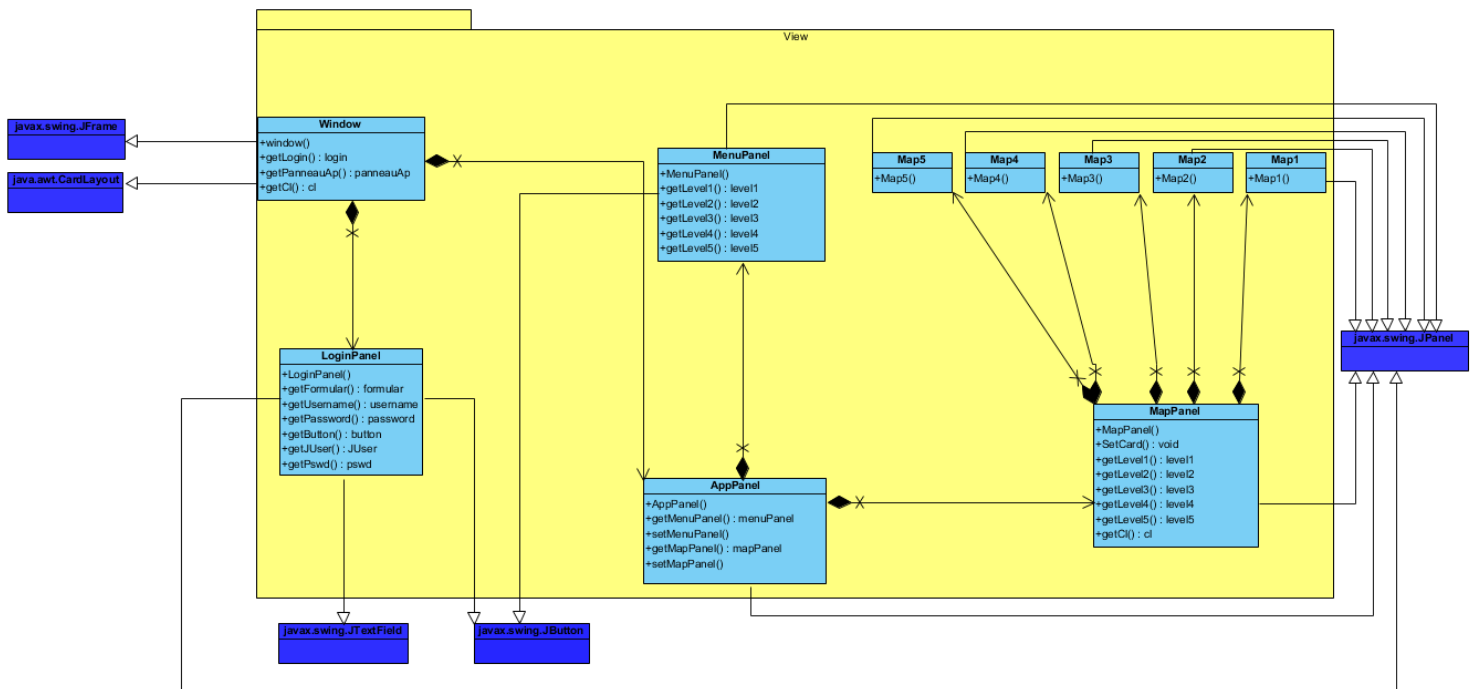
A. Main



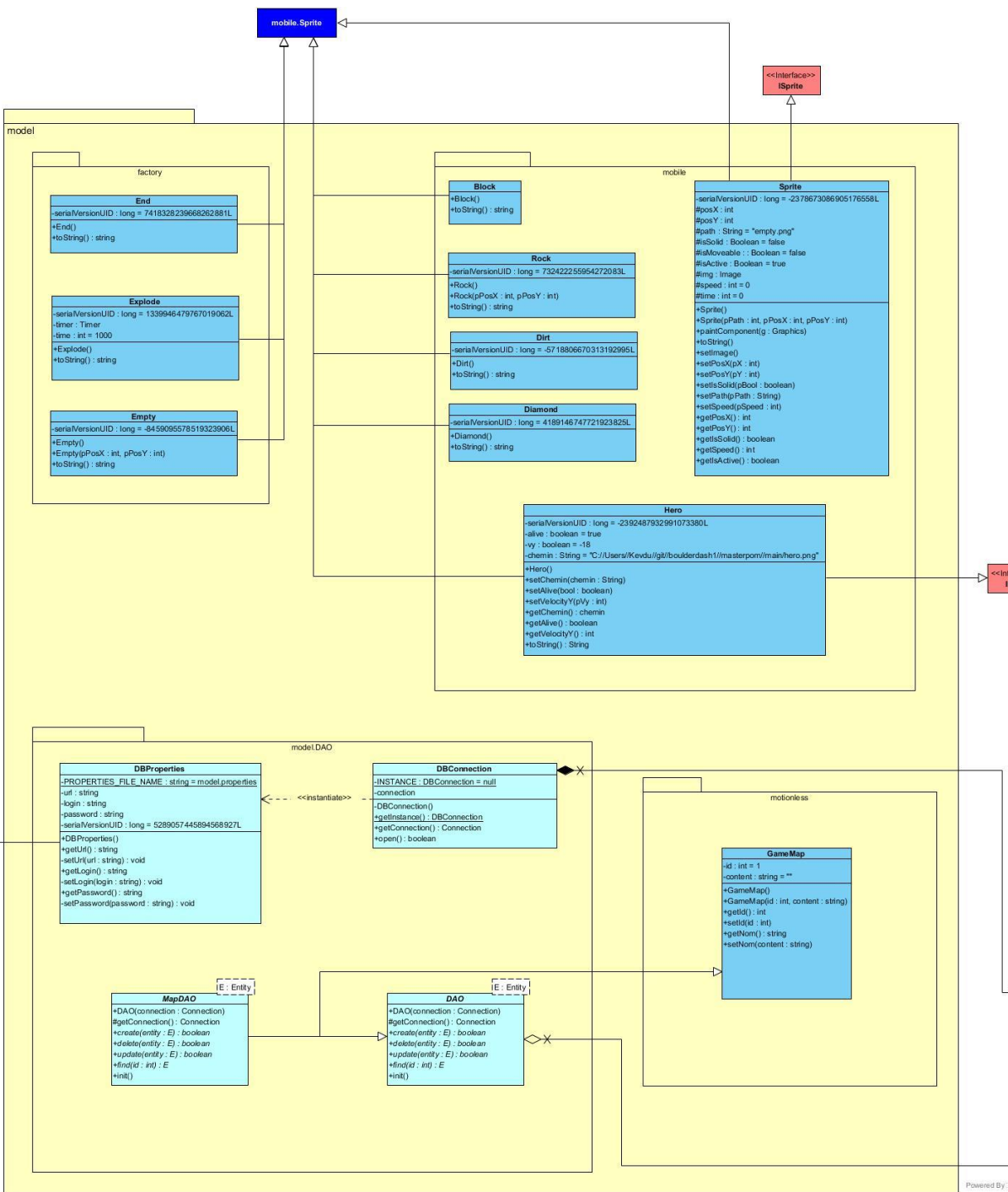
B. Contract



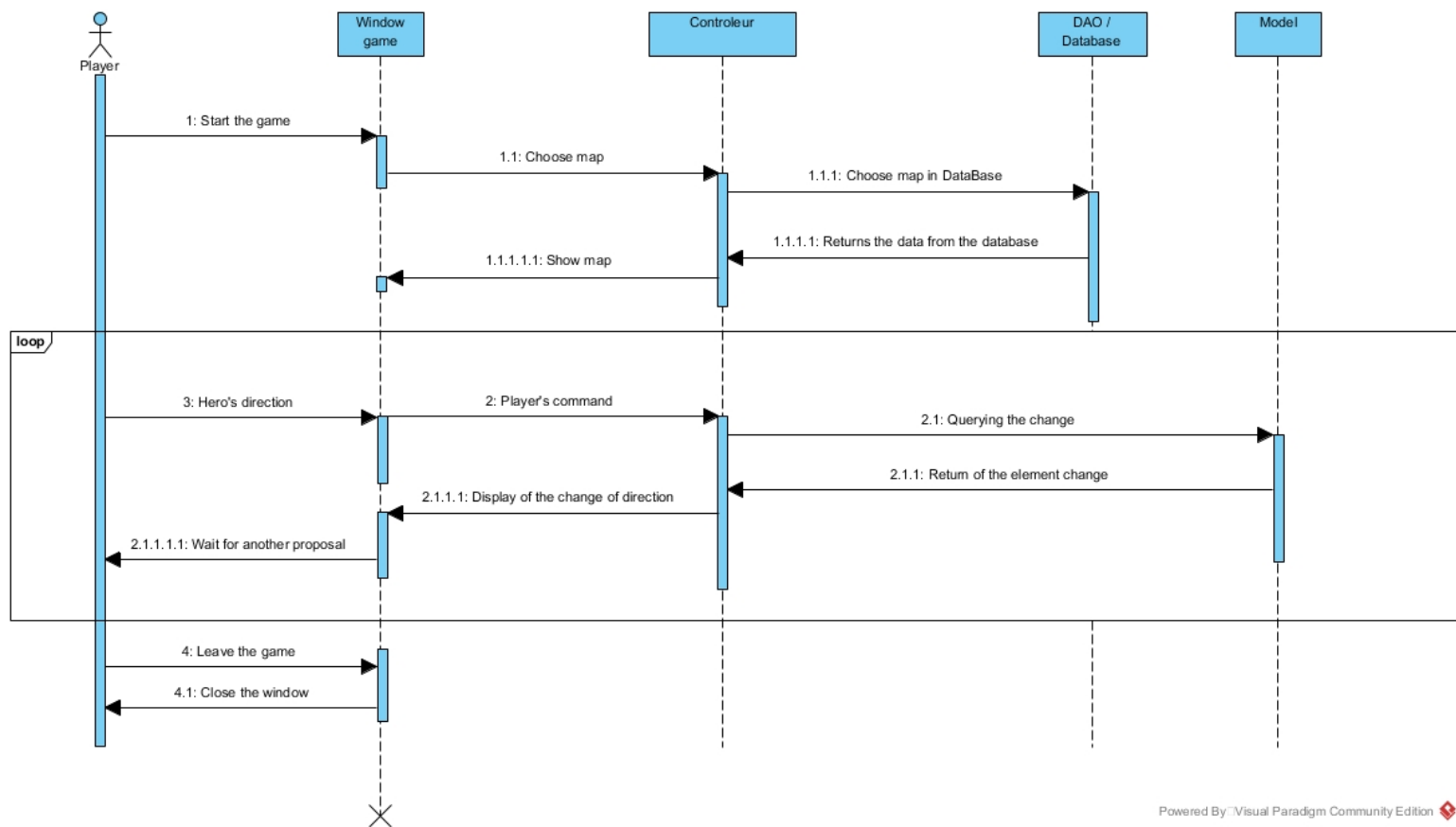
C. View



D. Model

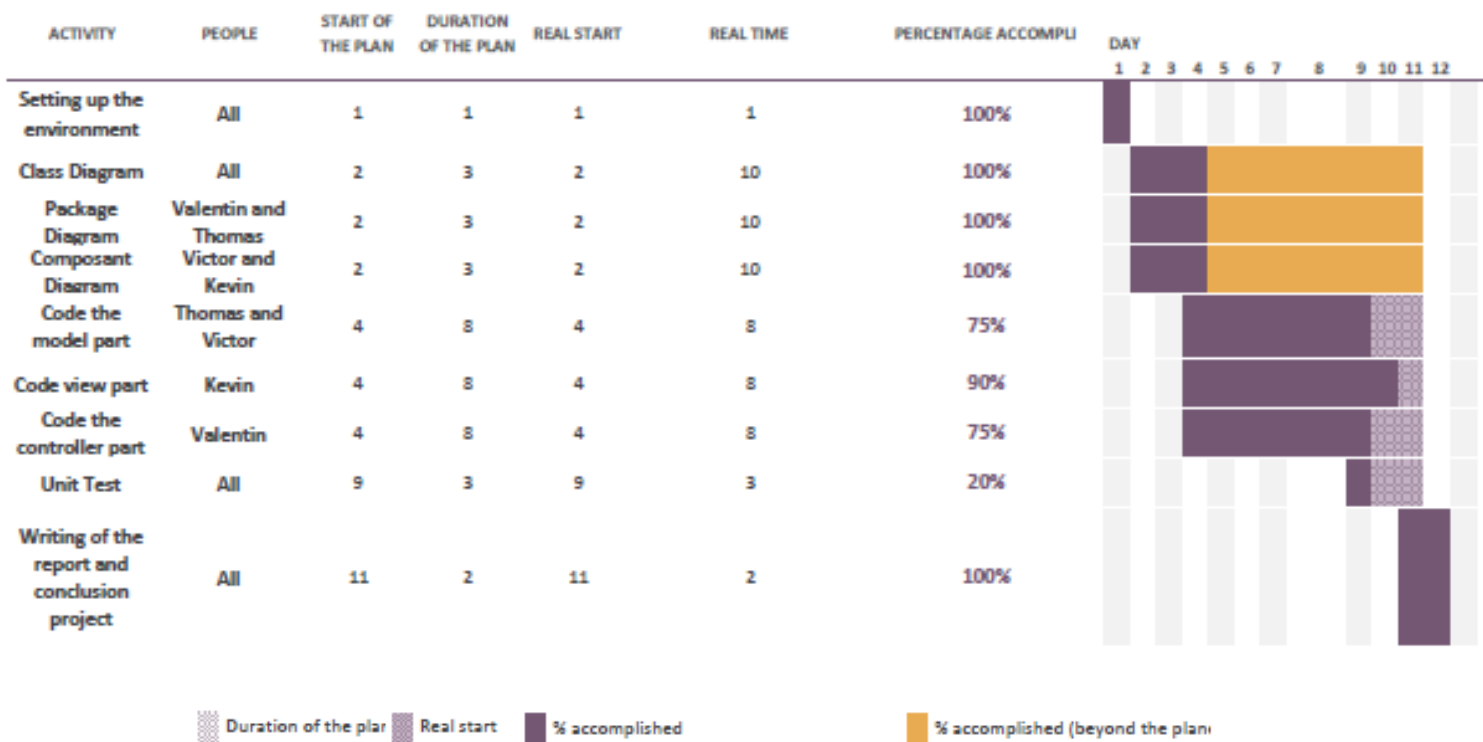


IV. Sequence diagram



Powered By: Visual Paradigm Community Edition

V. Provisional and real planning of the project



VI. Forecast budget

CESI
93 Boulevard de la seine
92000 Nanterre
France

DEVIS N° 1
Date d'émission : 03/06/2019

France

Les prix sont valables jusqu'au 03/06/2019

Référence	Désignation	Quantité	Prix U HT	Montant HT	TVA %
X01	Project Manager	1.00	2 100.00	2 100.00	0.00
X02	Java Developer	3.00	1 750.00	5 250.00	0.00
Total HT				7 350.00	
Total TTC				7 350.00	
Net à payer (€)				7 350.00	

Règlement
- Date limite : 03/06/2019 (À la réception)

Bon pour accord le :
Signature

VII. Synthesis of problems

- **Victor Massotte:** The problems encountered in this project was mainly the organization, and the maven party and the dependencies that prevent me from doing things. I still realized the game in my corner without Maven but when setting up the MVC. The problems begin.
- **Valentin Perrier:** My first problem was a lack in Java that I had to catch up, then I started to do the controller, but we didn't organize well so we had a problem with some methods, we needed one part from somebody to continue so we had to wait, the fact is that with good diagram we just would have to recopy and complete our code with the good method names. So, we lost a lot of time. Therefore, we started the code but with a bad work organization, I didn't work a lot for this 4 this weekend, because I thought that the project was ok.
- **Kevin Meffodong:** The biggest issues I had was with diagrams and we lost a huge amount of time because we were coding blindly and there was no synergy within the group.
- **Thomas Lima:** The biggest problems we got I think is that we failed the diagrammed and we start coding too early. The problems that are accumulated and with the big weekend we lost in team cohesion and organization.

VIII. Conclusion.

E. Personal conclusion

- **Victor Massotte:** This project is really complicated especially with Maven dependencies. I managed to do the game without MVC and without maven. Basically, I'm not very complicated but with the addition of dependences Maven that complicated all the code.
- **Valentin Perrier:** This project was hard to organize, this was our first problem, then I think that I underestimated myself, because when I tried to code I thought I couldn't do nothing, but if we would do the diagrams better I'm sure that our team would work.
- **Kevin Meffodong:** This project was specially centered on the technical aspect of development. So, I wanted to do something complicated but that doesn't work while I could have done something less hard and more understandable and that works instead.
- **Thomas Lima:** The project was very hard for me especially the MAVEN part with all the dependencies. The fact we have a big weekend stop a bit my motivation. The fact my year depend on this project I'm over stressed and I'm afraid of each part of the project.

F. Conclusion of the project

During this project, we had a good team. As a project manager, I did not organize the tasks well and I am responsible for deliverables that do not meet the specifications. Otherwise everyone has done these spots for the codes. The whole group had difficulties, but we tried to fight the java to make a program that works and a functional game.

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IX. GitHub

Link of GitHub: <https://github.com/VictorMassotte/boulderdash>