

## RAPPORT DEV4 : Labyrinthe

### Listes d'ajouts à l'énoncé :

Pas d'ajouts majeurs faits à l'énoncé de base

Liste des bogues :

1) lorsque le joueur se trompe et qu'il ne veut pas se déplacer il doit juste ds les sliders entrer sa position.

nous avons une liste de warning qui sont generalement des unused parametre.

In file included from model\case.cpp:1:0:	case.cpp
In constructor 'Case::Case(Objective, bool, int)':	case.h
⚠ 'Case::objective_' will be initialized after [-Wreorder]	case.h
warning: 'bool Case::isMovable,' [-Wreorder]	case.h
warning: when initialized here [-Wreorder]	case.cpp
In member function 'bool Plate::movesValid(std::vector<std::vector<int> >, Position, Position)':	plate.cpp
⚠ comparison between signed and unsigned integer expressions [-Wsign-compare]	plate.cpp
⚠ comparison between signed and unsigned integer expressions [-Wsign-compare]	plate.cpp
⚠ control reaches end of non-void function [-Wreturn-type]	plate.cpp
In file included from model\player.cpp:1:0:	player.cpp
In constructor 'Player::Player(Color, Position, std::stack<Objective>, int)':	player.h
⚠ 'Player::pos_' will be initialized after [-Wreorder]	player.h
warning: 'bool Player::isFinish,' [-Wreorder]	player.h
warning: when initialized here [-Wreorder]	player.cpp
⚠ unused parameter 'subject' [-Wunused-parameter]	window.cpp

et nous avons d'autre warning qui s'affiche dans la console lorsque le jeu se lance:

```
C:\Users\benaz\Downloads\Qt\Tools\QtCreator\bin\qtcreator_process_stub.exe
libpng warning: iCCP: known incorrect sRGB profile
libpng warning: iCCP: known incorrect sRGB profile
libpng warning: iCCP: cHRM chunk does not match sRGB
libpng warning: iCCP: known incorrect sRGB profile
libpng warning: iCCP: cHRM chunk does not match sRGB
libpng warning: iCCP: known incorrect sRGB profile
libpng warning: iCCP: cHRM chunk does not match sRGB
libpng warning: iCCP: known incorrect sRGB profile
libpng warning: iCCP: cHRM chunk does not match sRGB
Appuyez sur <ENTRÉE> pour fermer cette fen tre...
```

Nous avons pass  au moins 40 a 45 heure sur ce projet