

SOUTENANCE PROJET

ROCKET LEAGUE

**SPAGNOU
ANTHONY**

**AIT AMER
SAMY**



INTRODUCTION



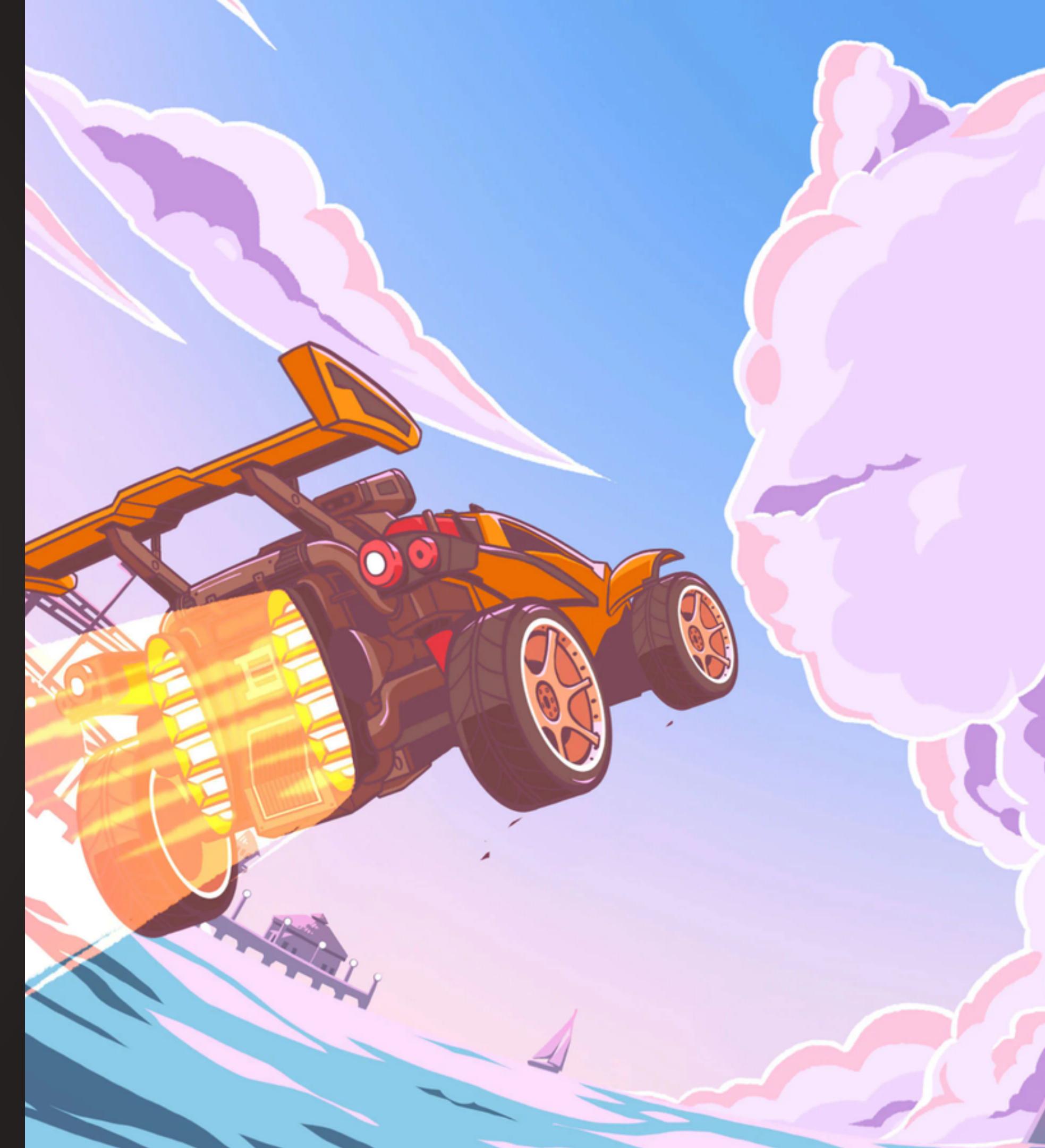
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1 - IDÉE GLOBALE

2 - LES VOITURES

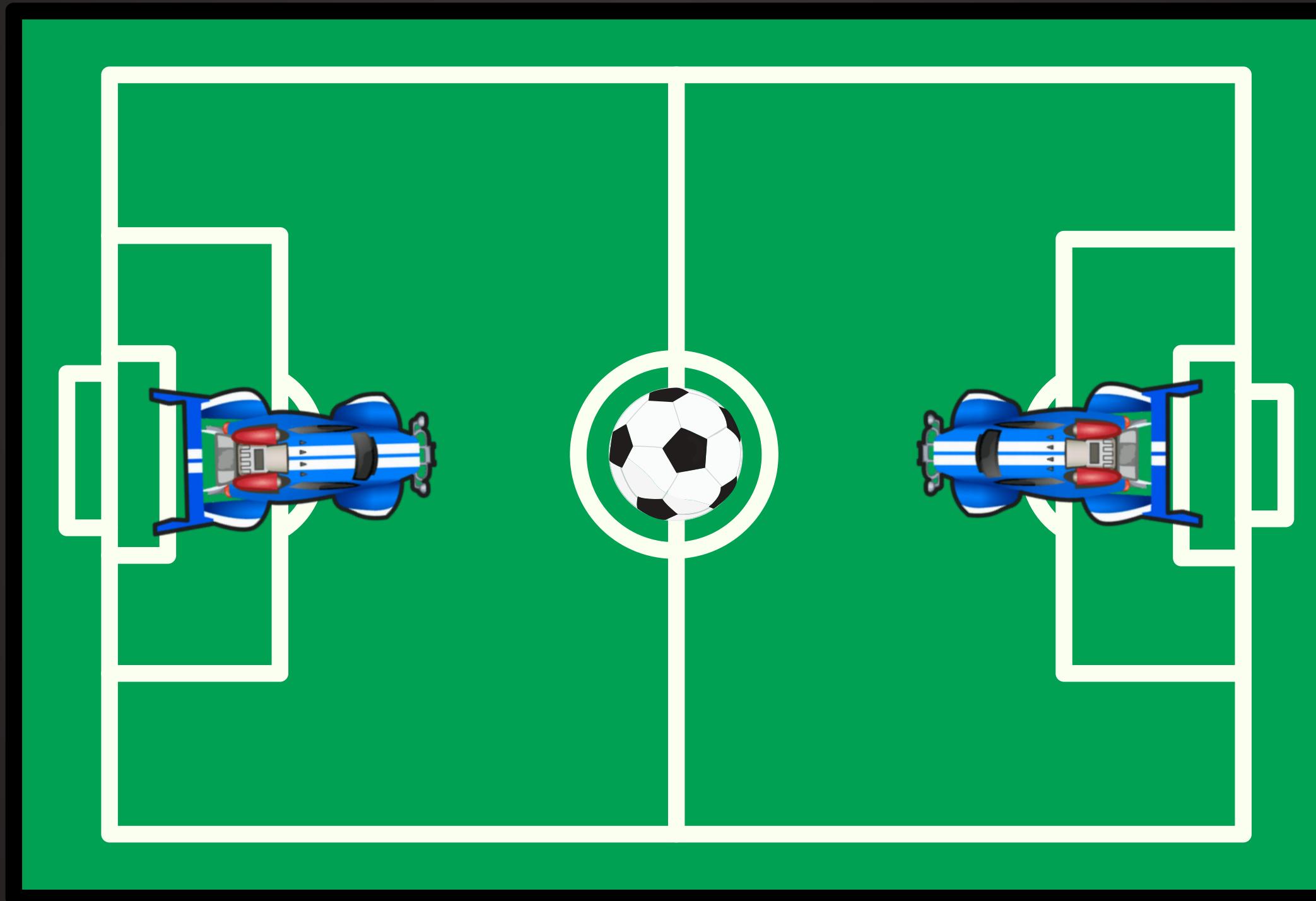
3 - LE TERRAIN

4 - PROBLÈMES RENCONTRÉS



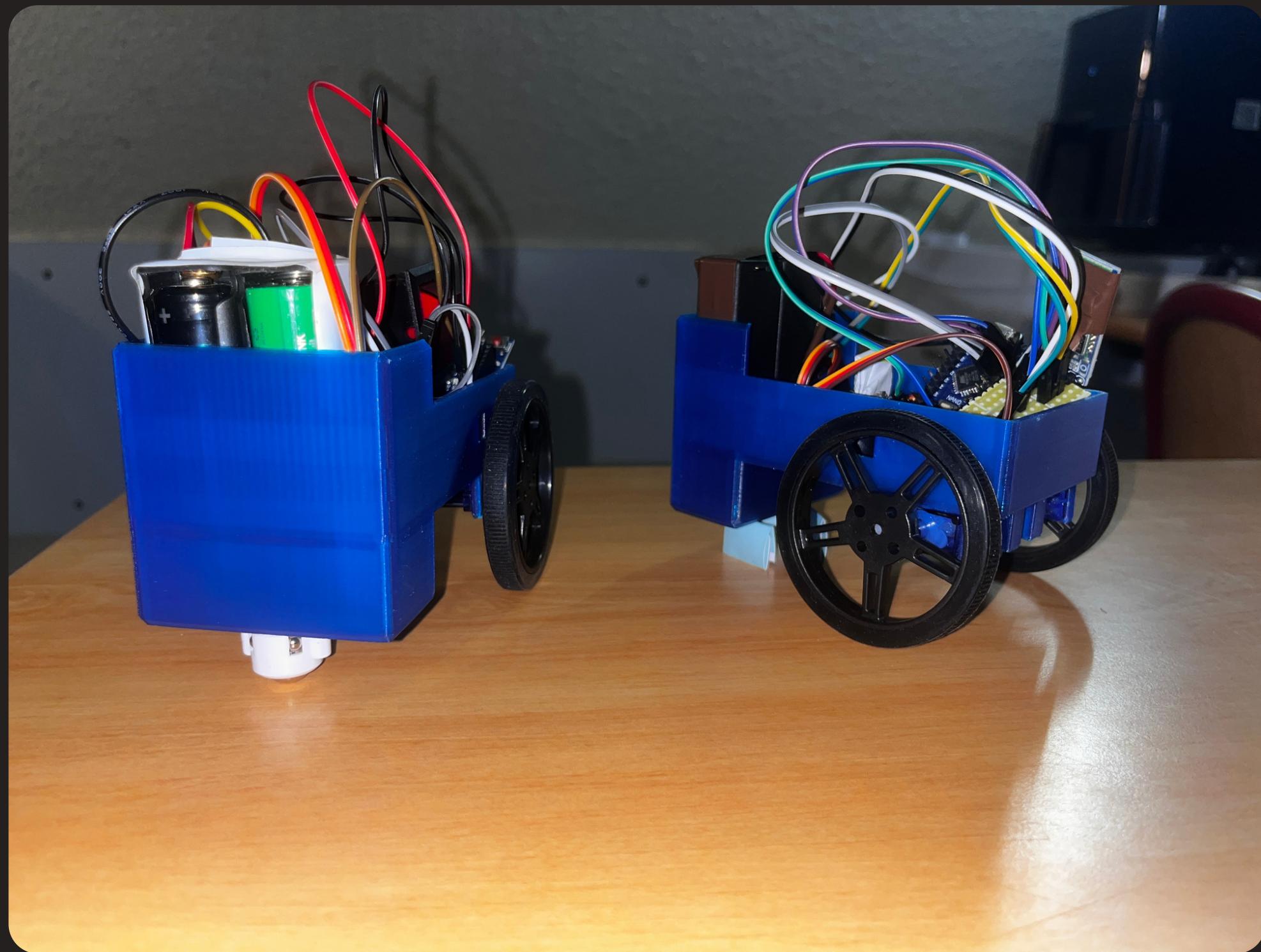
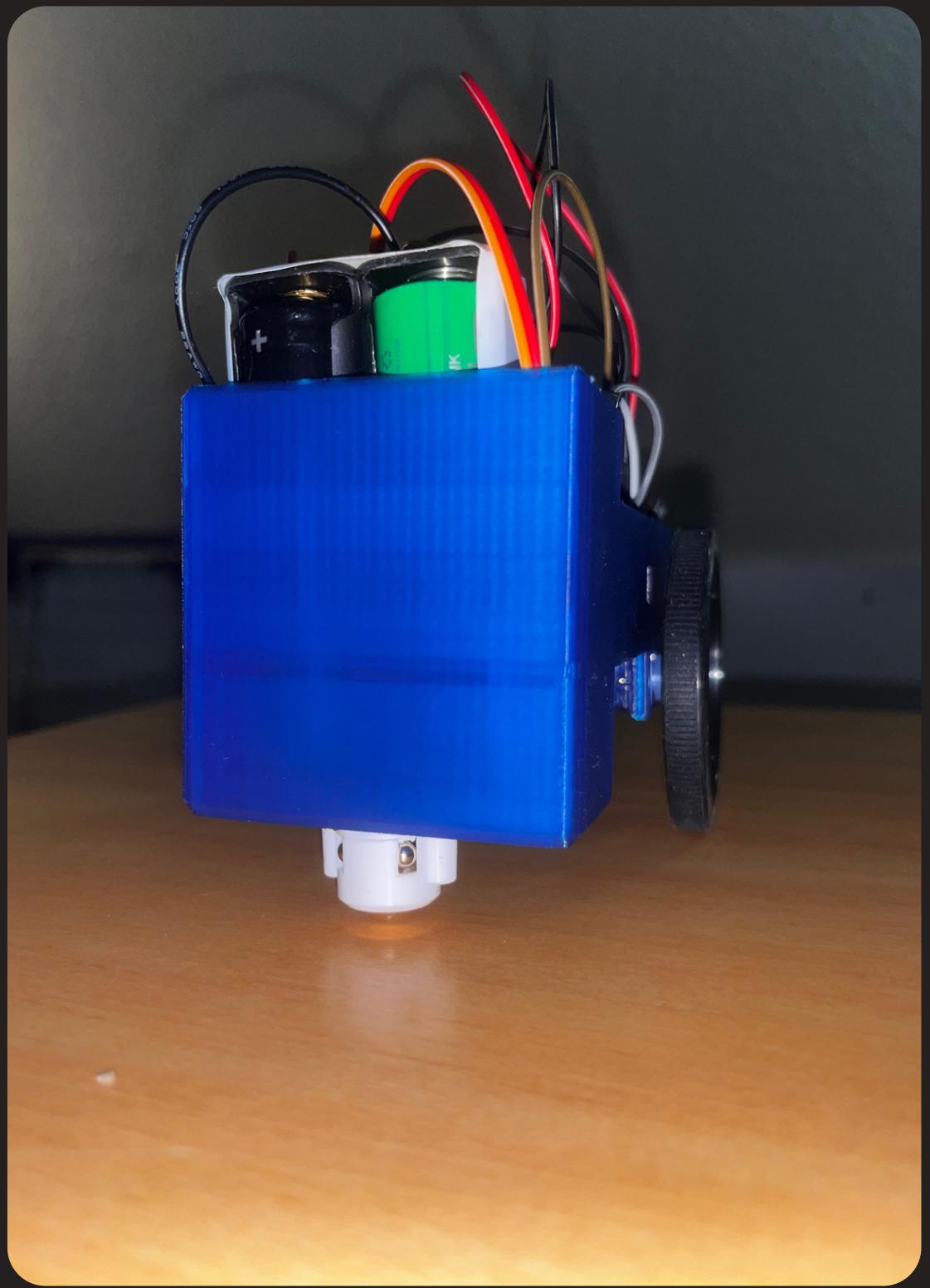
1.IDÉE GLOBALE

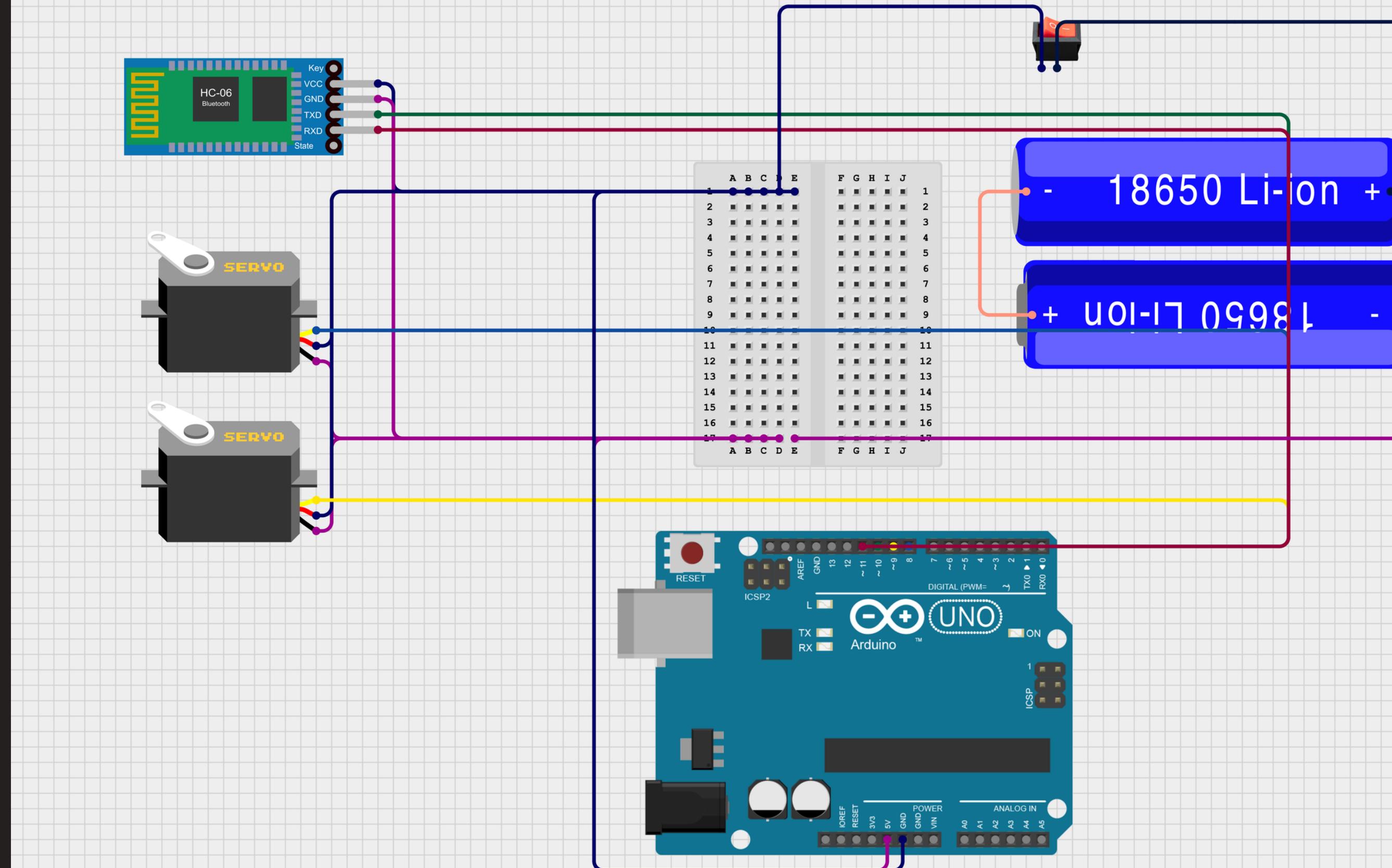
OBJECTIFS



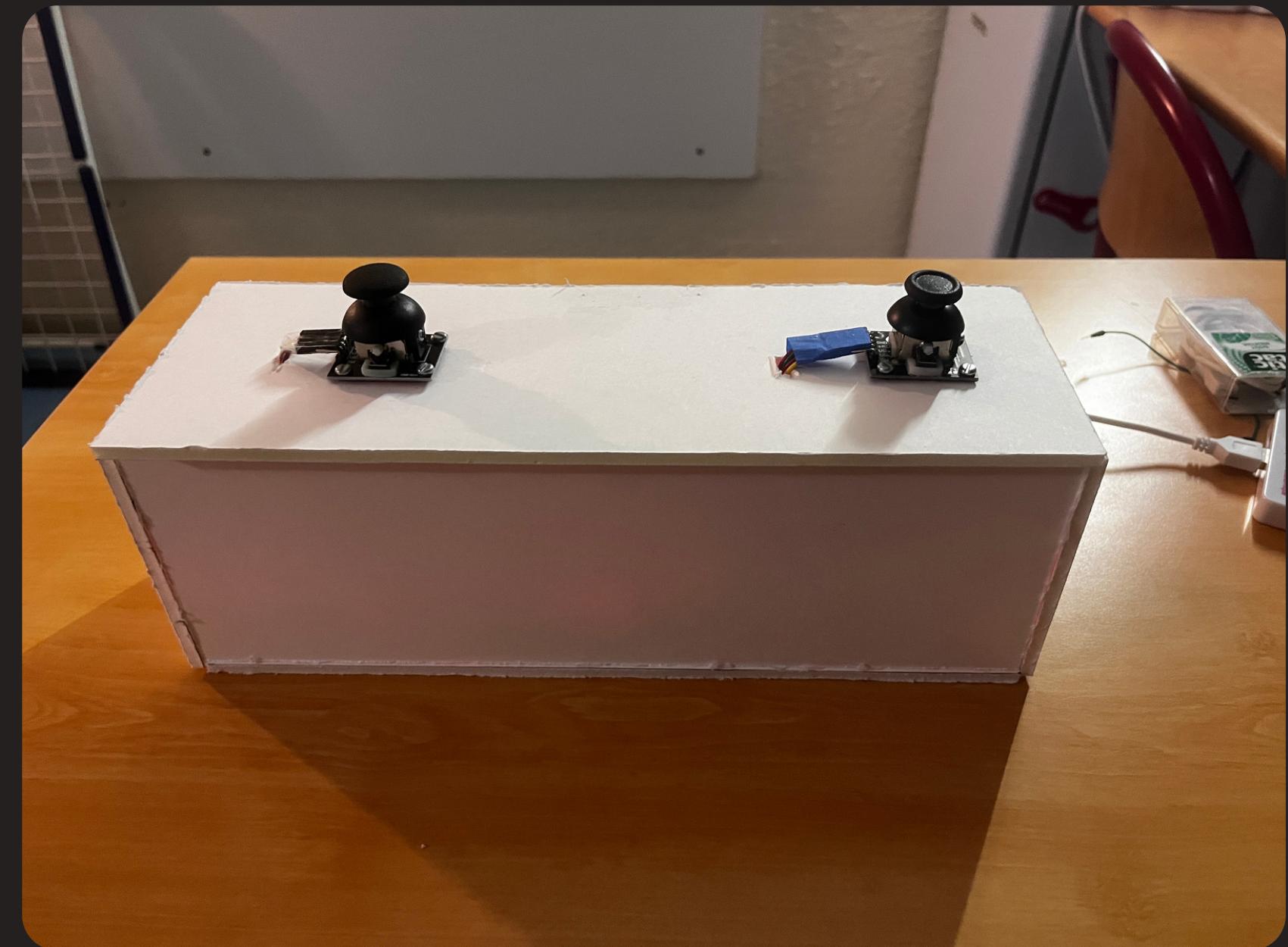
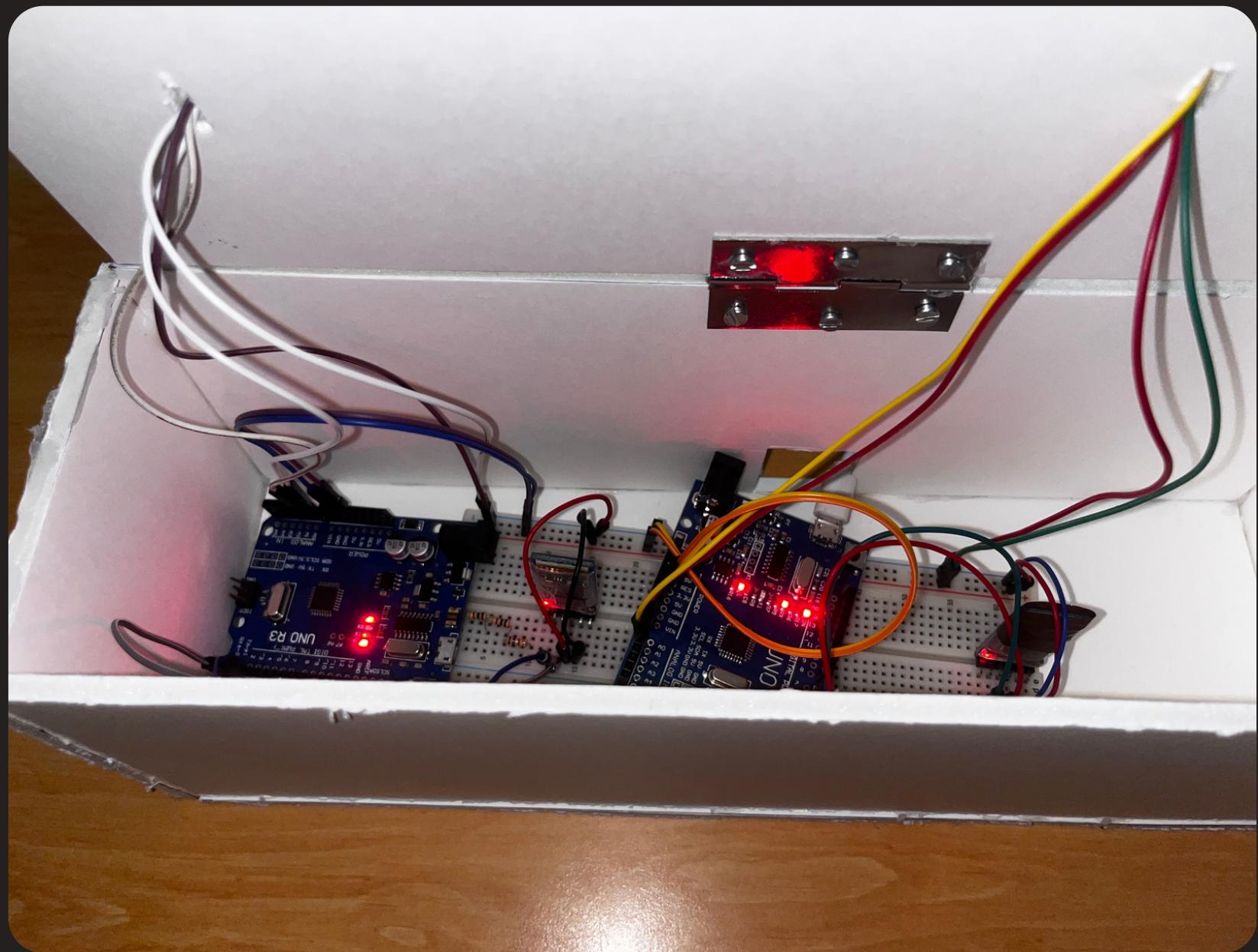
- 2 joueurs en simultané
- Voitures dirigées par des joysticks en Bluetooth
- Score compté automatiquement

2. LES VOITURES

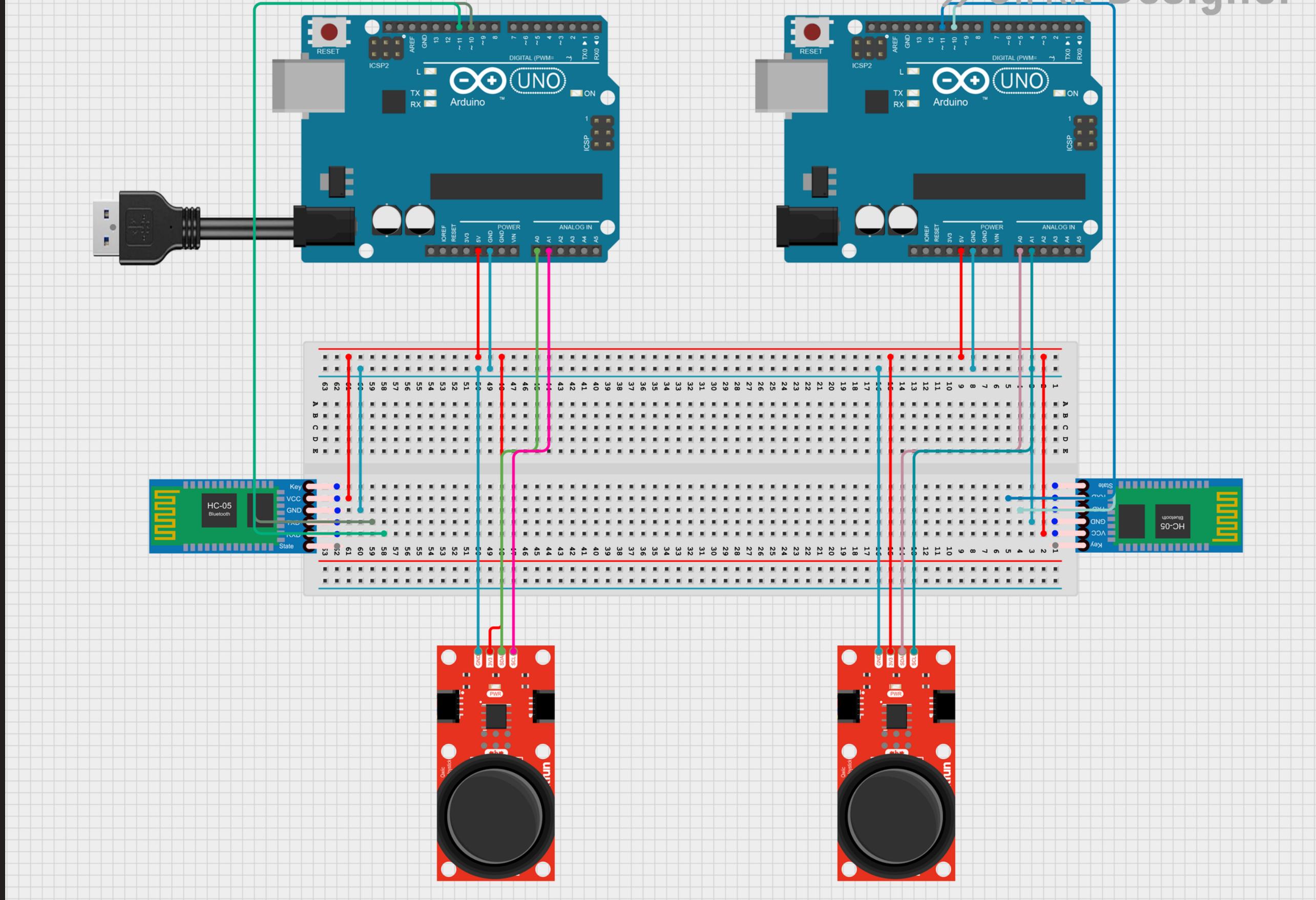




LA CONSOLE DE JEU



Cirkit Designer



3.LE TERRAIN

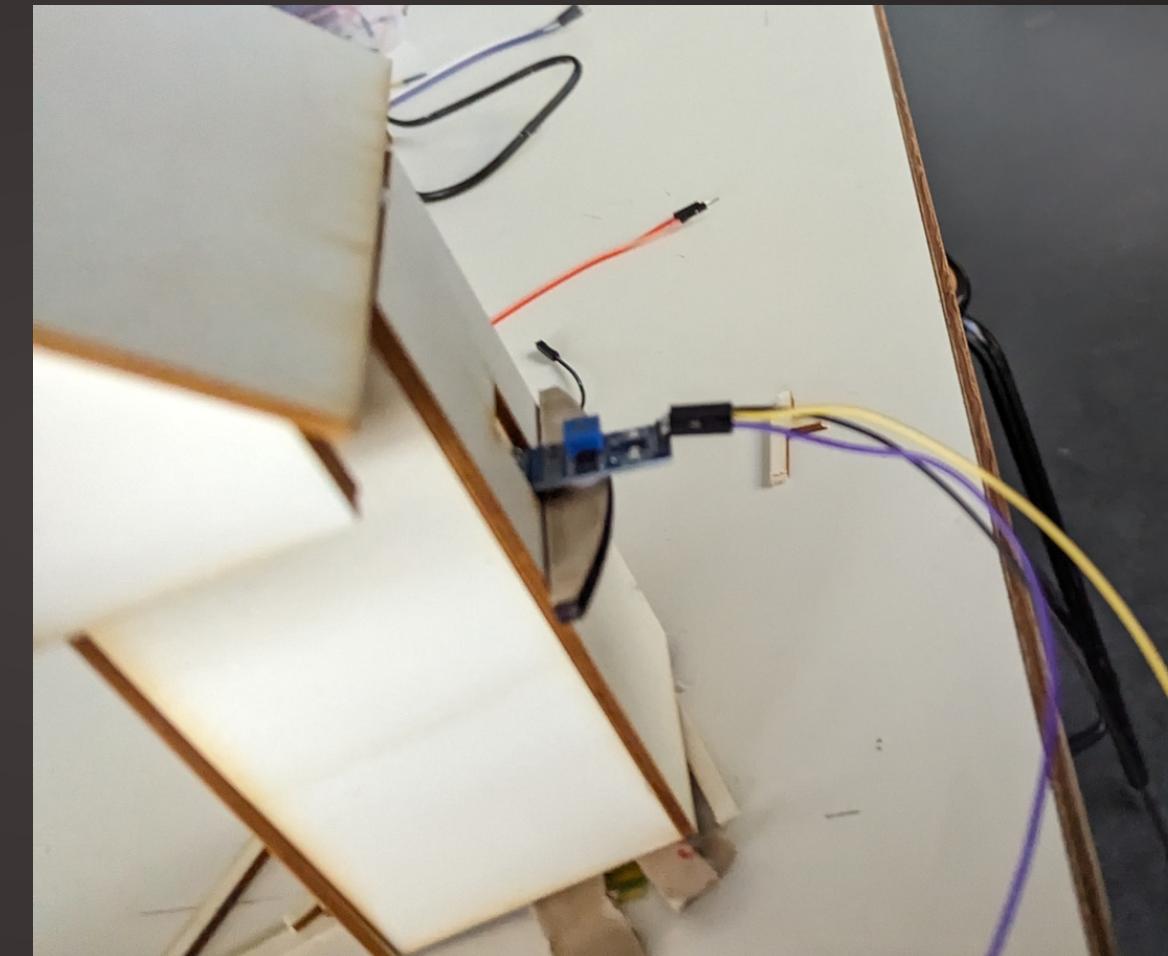
endroit où tombe la balle



afficheur 16 segment qui annonce le score

3.LE TERRAIN

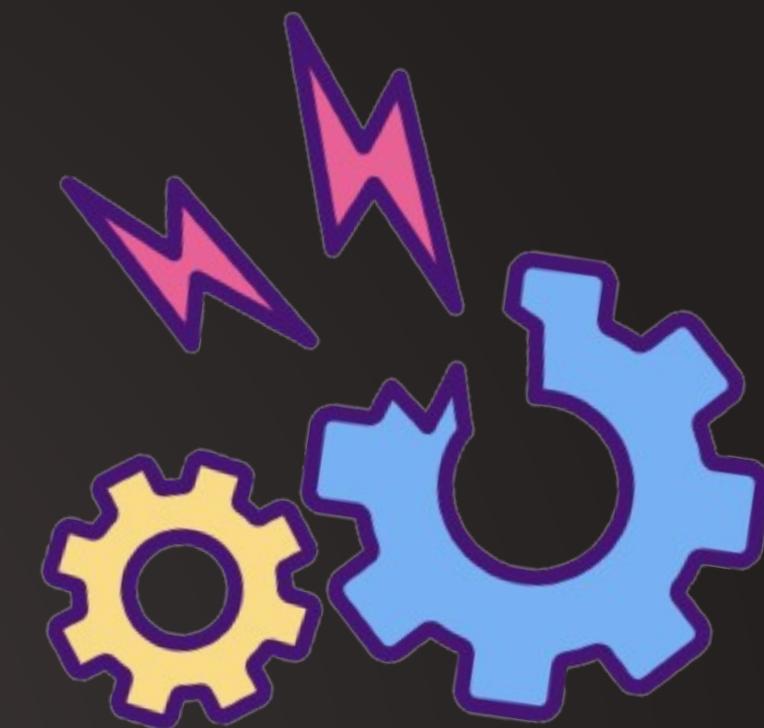
Capteurs IR sous les cages



4. PROBLÈMES RENCONTRÉS



transport



Matériel défectueux

ET SI C'ÉTAIT A REFAIRE?

QUESTIONS ?