

CHESSE Seventh

January 27, 2018

Abstract

Abstract info

1 Context

1.1 Data Stream

Who will feed us data.

1.2 Project Technologies

Where and what we use currently

1.3 UML Diagram

How the project is currently made of..

2 Tasks to accomplis

2.1 Python Async

Code snippet below :

```
// task_ghost.c
// reactivate ghost when space is free
if (mustRespawn || (rnd_32() % 100) == 0) {
    if (test_collision(ghostId, object, 1, GHOST_NB) == NO_COLLISION) {
        object[ghostId].active = true;
        i = 0;
        mustRespawn = false;
    } else {
        mustRespawn = true;
    }
}
```

2.2 Java/Scala Websocket

balb

2.3 Angular4 front end

blab

3 Tre

3.1 Tre Piccolo

3.2 Tre Piccollissimo

4 Quattro

4.1 Quattro Piccolo

5 Cinque

5.1 Cinque Piccolo

sample