

Projet SpicyInvader-Joachim

story	terminée_le	tâche	remarque	Totals
Document the role and the user (b)	01 nov. 2023	adding caption to my image		2
		changing all carbon image to white in case it needs to be printed		3
	03 nov. 2023	Verify each request with a classmate and/(or) an AI		5
	09 oct. 2023	Add a carbon image for each request		15
		Add a number foreach segment of the documentation and what it is		3
		Add a page break after each segment		1
		Making the request	Take more time because there's some bug with phpMyAdmin	61
		document the request		55
Documentation	13 oct. 2023	Accessibility		22
		Ecodesign		30
		Explaining IA in my project		28
		Graphic palette		20
		Persona - analysing the data		30
		Usability testing		20
	22 sept. 2023	Persona - Creating the context		5
		Persona - data collected		5
	30 oct. 2023	Conception (choice made)		39
		Conception (screen size)		5
Documentation-POO	?	Adding a folder with the work in progress		5
		Documentation in the repo		2

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Explain the SQL request (c)	01 nov. 2023	Adding caption to my image		2
		change each carbon image in white in case it is printed		8
		check if request		3
		correct the SQL request	I found a spelling error	23
	09 oct. 2023	Add a carbon image for each request		30
		Add the number of each request and what it is		20
		Explain the SQL request in the documentation		215
		add a page break after each request		2
	30 oct. 2023	Verify each request with a classmate and/(or) an AI	Vérifier la requête 10 et 6.	8
Refactoring the code	22 sept. 2023	Adding class		2
		Adding project		1
	29 sept. 2023	Relocating the current code	After 20 minutes i only have dll folder missing error. Everything else has been done.	180
Score	01 nov. 2023	Linking the score to a database		31
	11 oct. 2023	Adding a score class in the model library		1
		Editing the score when an enemy is killed	Currently all enemies have 1 life point so they all give the same amount of score	1
		Writing the score in the top-right of the screen		9

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Shoot ammo	11 oct. 2023	Make the ammo disappear when it touches an enemy		50
	22 sept. 2023	Display an ammunition at the position x of the ship when the spacebar is pressed		10
		create any action when the spacebar is pressed		2
		moving the ammo upward		5
		the ammo disappear when it touch the high border		5
	29 sept. 2023	the ammo disappear when it touches an enemy and the enemy loses a life point		34

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Urgente	01 nov. 2023	Document the MySQL.Data connection	Is in the urgent task because it's the last day and i need to make that connection	30
	03 nov. 2023	Adding a conclusion of the DB part of the project		5
		Adding the documentation in the repo		3
		GitHub error	I need to rewrite some code	10
		Writing the Unit Testing and acceptance		40
		Writing the conclusion		20
		Writing the functional analysis		5
		Writing the technical analysis		60
	06 oct. 2023	Adding a folder with the work in progress in the repo		4
	09 oct. 2023	Change in the CDC by MMN		9
		Create some story for the database part of the project		115
		self-assessment		17
	11 oct. 2023	Add commentary		50
		Adding the documentation in the work in progress		2
		Writing the introduction	Doing that when i am waiting for stories to be validate	16
		creating US for ending my game in POO		27
		gitignore	Teams had change the ".gitignore" to "gitignore"	50
	13 oct. 2023	Making User Story POO		55
		Writing about how i used ChatGPT	It takes me time to think about where i will write the AI section on the documentation.	7
		technical debt about bool		6

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	29 sept. 2023	Asking Mr. Carrel or Ms.Curchod about how i can generate the metadata		60
	30 oct. 2023	updating the task i did (UX)		33
creating Persona	22 sept. 2023	Create the biography of the persona		5
		Editing the template with the data of my persona		60
		Thinking about what kind of persona make		30
kill enemy	29 sept. 2023	Check if the enemy still has life point, if not he disappear		46
		when an ammo touch an enemy he loses a life point		12
moving the enemy	09 oct. 2023	Making all the enemy go down at the same time		75
	29 sept. 2023	When an enemy touch the right border he go down and start going left		15
		display an enemy		5
		making the enemy move to the right		8
		stopping the enemy when he touch the right border		10
moving the ship	11 oct. 2023	Going to the left or right		4
		making the border for the ship		1
practical menu (average fidelity)	30 oct. 2023	creating the home menu		5
		creating the option menu		11
		creating the play menu		7
		creating the ranking menu		3

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theorical menu	30 oct. 2023	Creating the design menu in white mode		7
		Creating the option menu in white mode		10
		Creating the ranking menu in white mode	Used "https://pinetools.com/invert-image-colors" in order to invert the color of my image	2
		White Mode home menu	Took me more time than planned because i needed to change the color of my image, in the end i used "https://pinetools.com/invert-image-colors" in order to invert the color of my image	15
		creating the design menu	Take more time to create the checkbox in order to choose which Sprite we will use	28
		creating the game in white mode		1
		creating the game menu	Spend more time than planned because my simulation of the game is more complex than planned	100
		creating the home menu	I reworked a lot the button style so it took me more time than planned	18
		creating the option menu	I didn't know what to put in it and then how to put them so i tried a lot of different things.	26
		creating the ranking menu	Made it in a very little time (near 2 minutes) because i copy/paste the structure of the ranking in the practical menu. I then hesitate for the color of my color palette i should use. I also took a lot of time to find a good title and then edit it to not have a background.	20
watching the ranking	01 nov. 2023	Reading the data in the database		20
		insert the data in the database		25
		making the connection to the database		50
Totals				2,241