

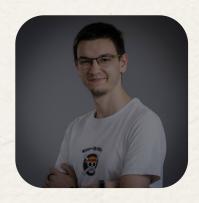
Léo CHARTIER 9:30 AM



Quentin CLEMENT 11:00 AM



Thomas PLANCHARD 1:30 PM



Laurent BOUQUIN 3:00 PM

# End of Degree presentation

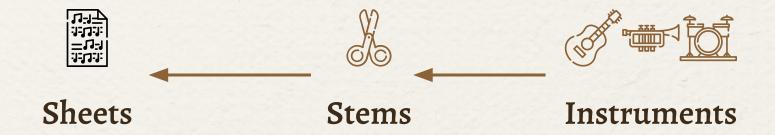
Léo CHARTIER



#### Context



# Scope



# Methodology

Agile



No schedule



## Research



**Competitors** 



Method





Dataset



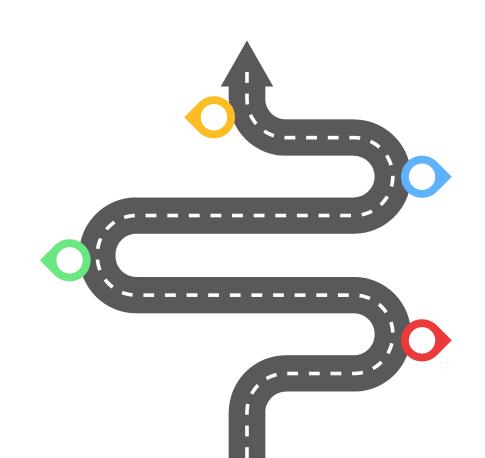
Software & Tools

# Development & issues

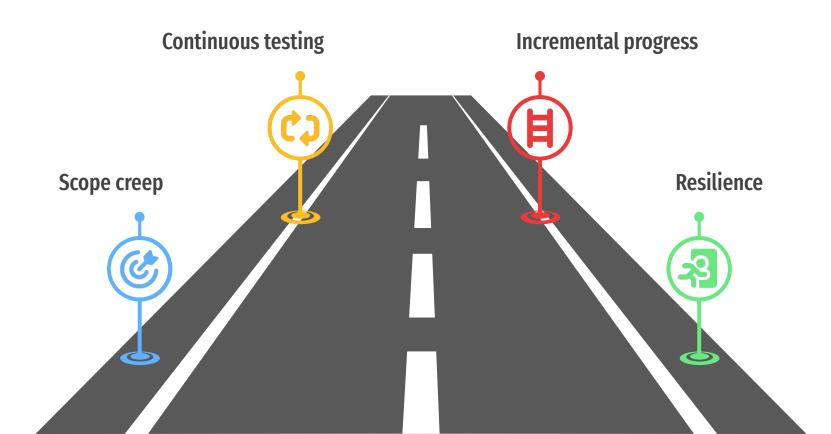


# Renpath

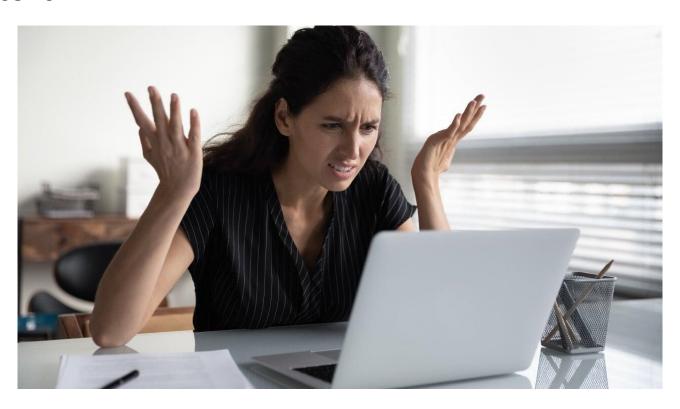
A choice analysis tool



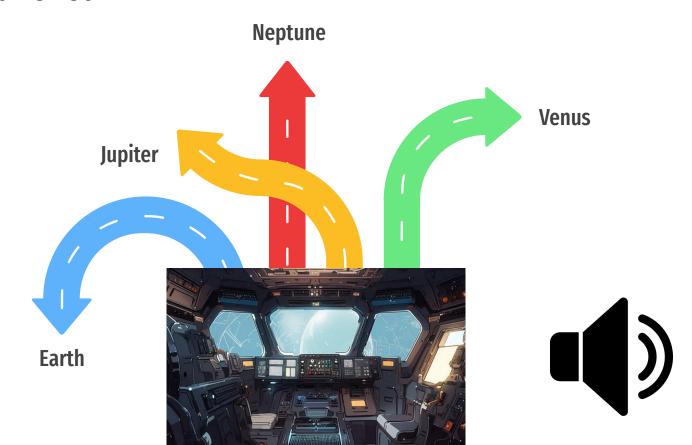
#### **Lessons learned**



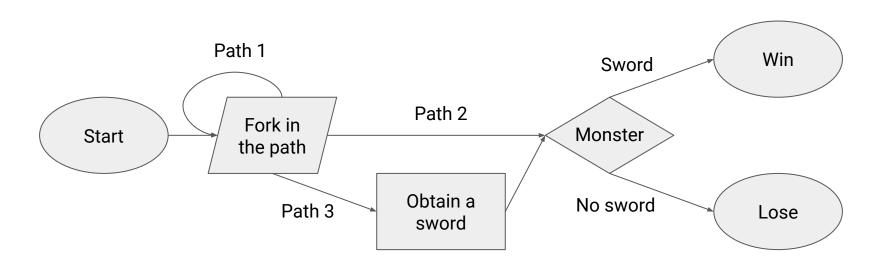
#### **Context**



#### **Visual novel**



## **Example**

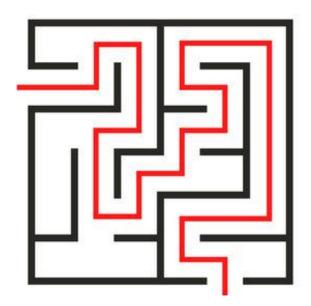


### Scope

Ren'Py



# Walkthrough file



# **Game engine**









# Game engine









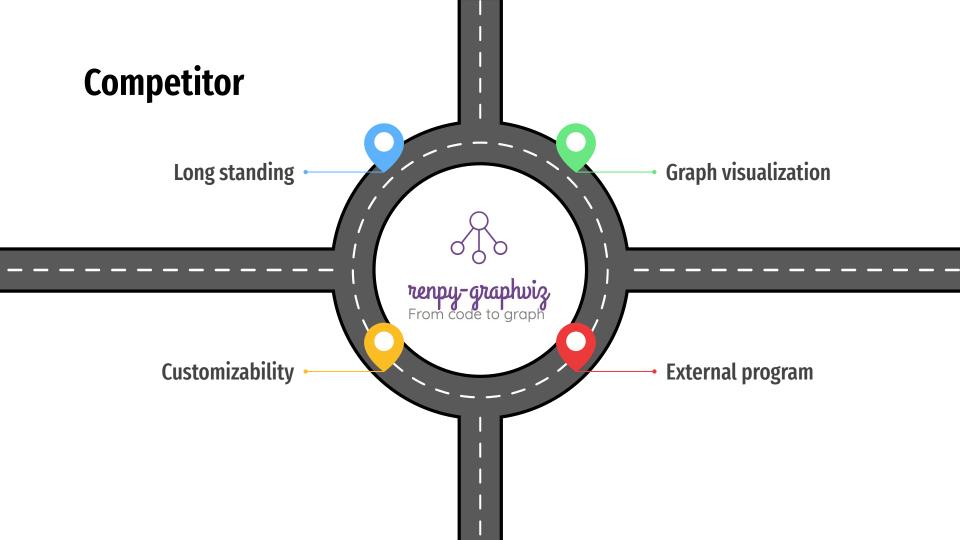
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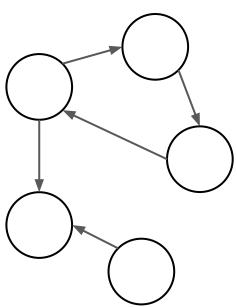
# **Development**



# Demo

#### **Current progress**

#### **Visualization**



- Do this
- Do that Go back

#### **Next steps**



#### Specifications

And other documents

#### Feedback

Share with the community

#### Refactoring

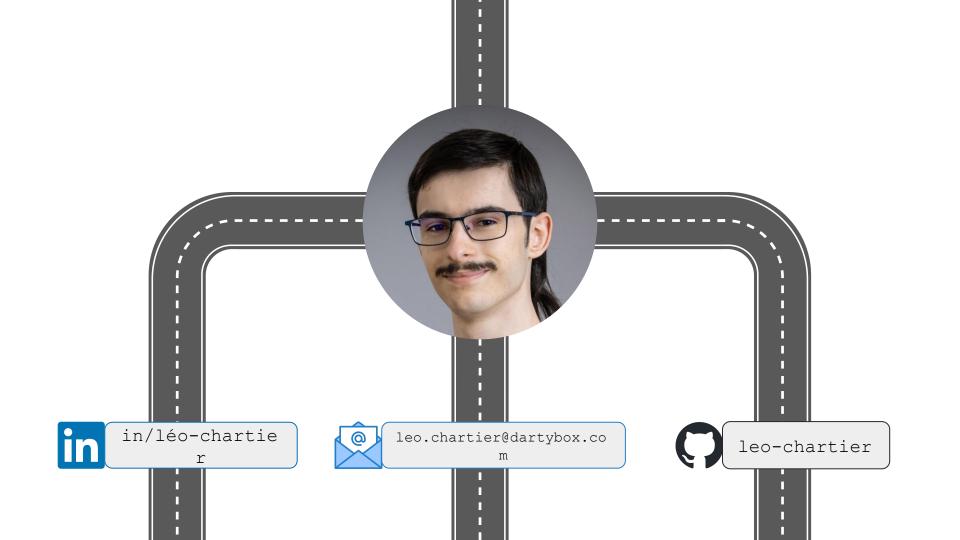
Rewrite the code better

#### **Analysis**

The "maze solving" algorithms

#### **More features**

User interface, loading from save...



Context Scope Demo Work methods Analyse du pilotage et management

Context: Me trying to make music sheets Scope: mp3 to sheets -> mp3 to stems -> mp3 to instruments Competition research (math -> ai) Dataset selection

Wing it + no planning (Agile + no schedule constraints) Development issues

Part 1: Sound analyzer

Part 2: Renpath Lessons learned

-> Continuous testing, Incremental progress, Scope creep, Resilience

Context: Me playing a VN and unexpected rollback

Scope: Renpy, Create a walkthrough file Competition research

-> Only graph, no analysis, external software, must edit code

Screens

Part 3: V1 & V2 Demo

Only graph for now Planning with documents

Refacto & actual analysis