

CanadaCamp

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Présentation du jeu

- Concept final
- Différences avec l'idée de base
- Démonstration

Méthodologie

Déroulé général des sprints :

- Réflexion
- Conception
- Développement
- Tests
- Backlogs

Points notables :

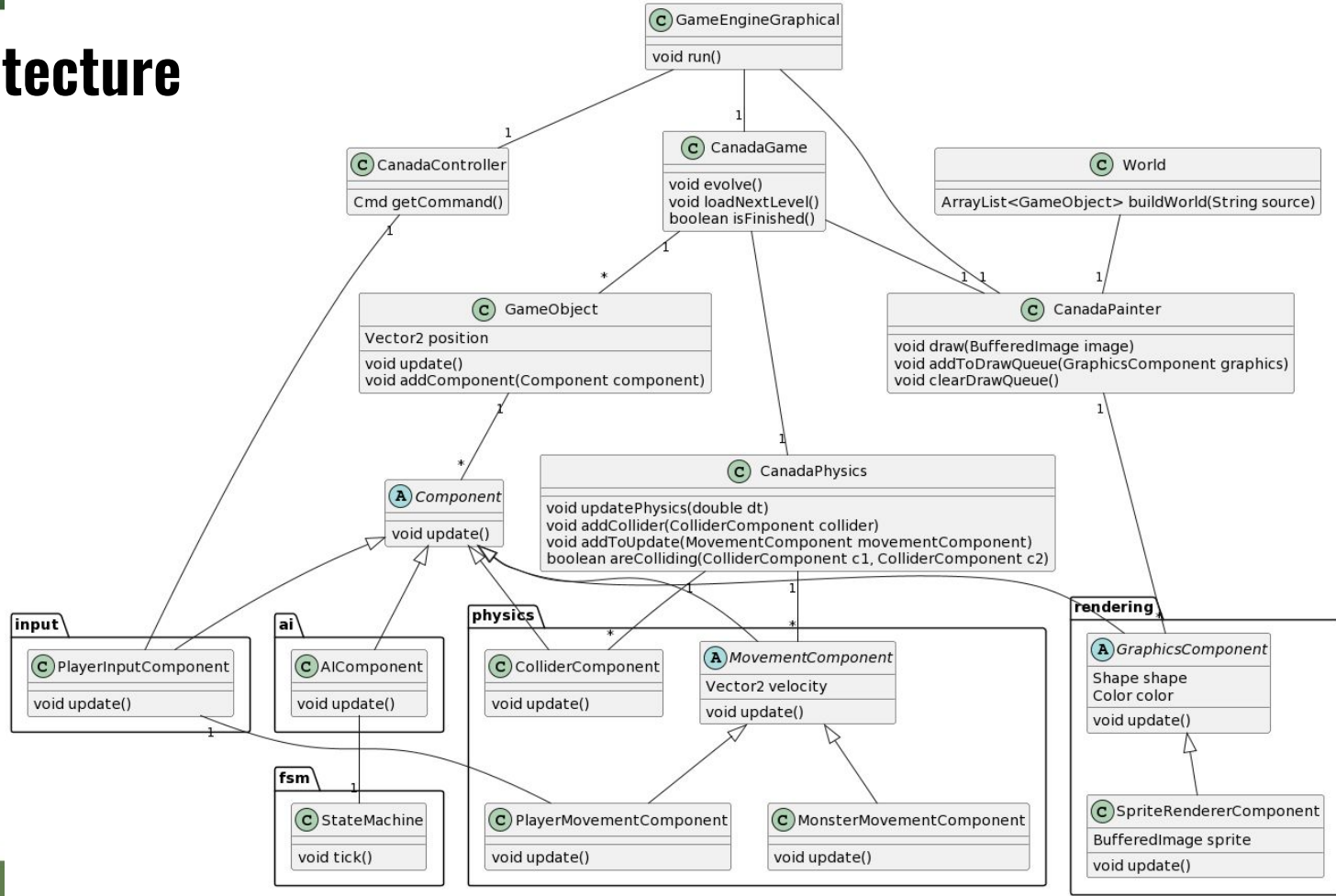
- Mise en place de l'architecture
- Tests finaux

Rétrospective globale :

- Plannings tenus
- Tests unitaires

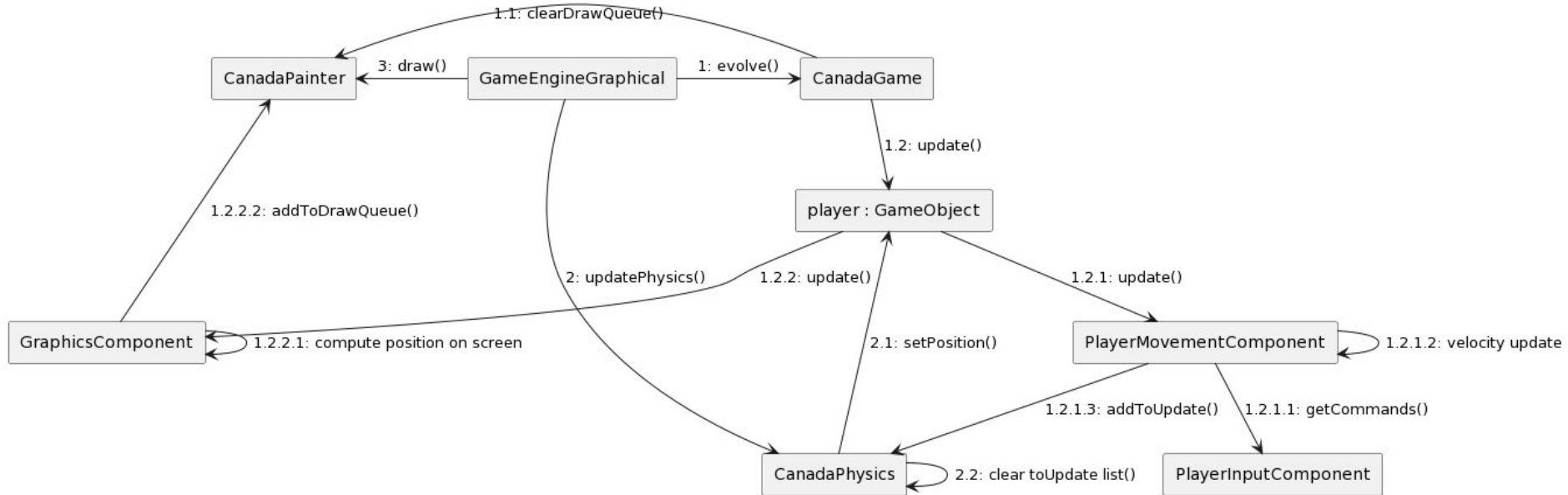
Architecture

Diagramme de classes global (simplifié)



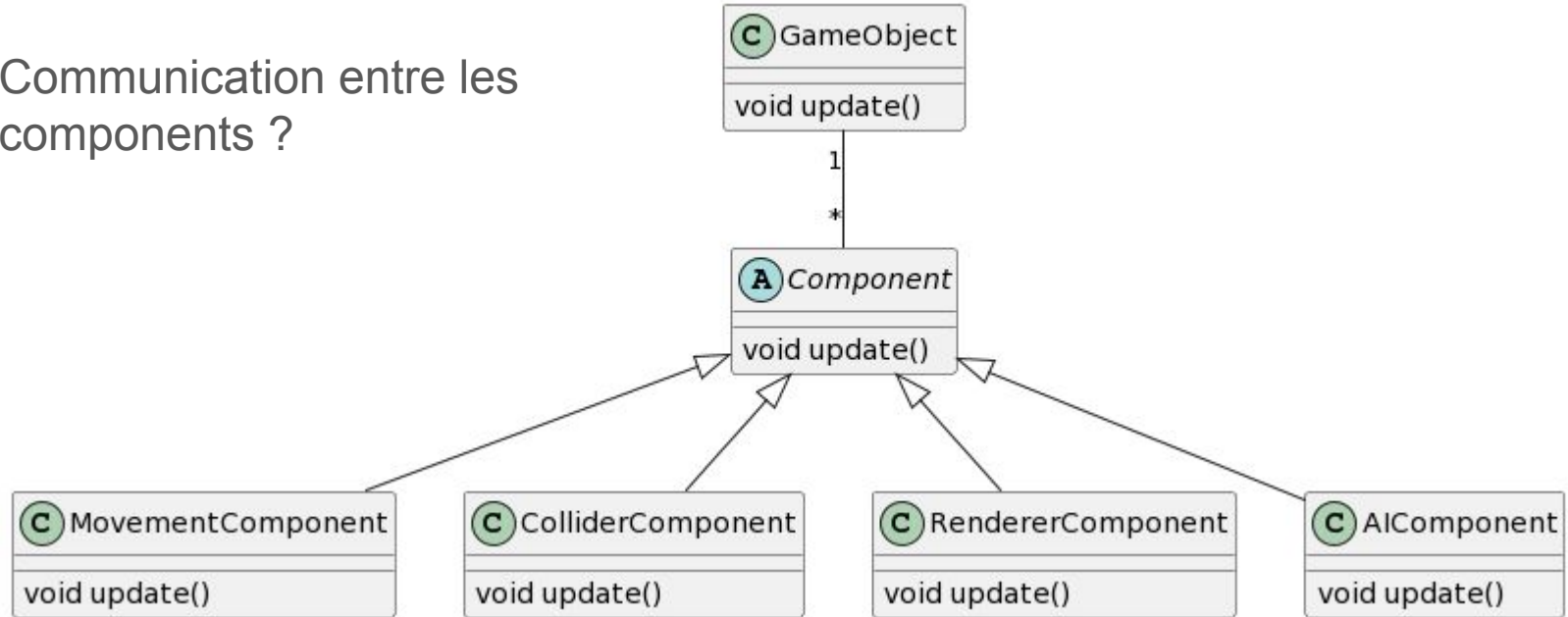
Architecture

Gameloop Player Movement



Architecture

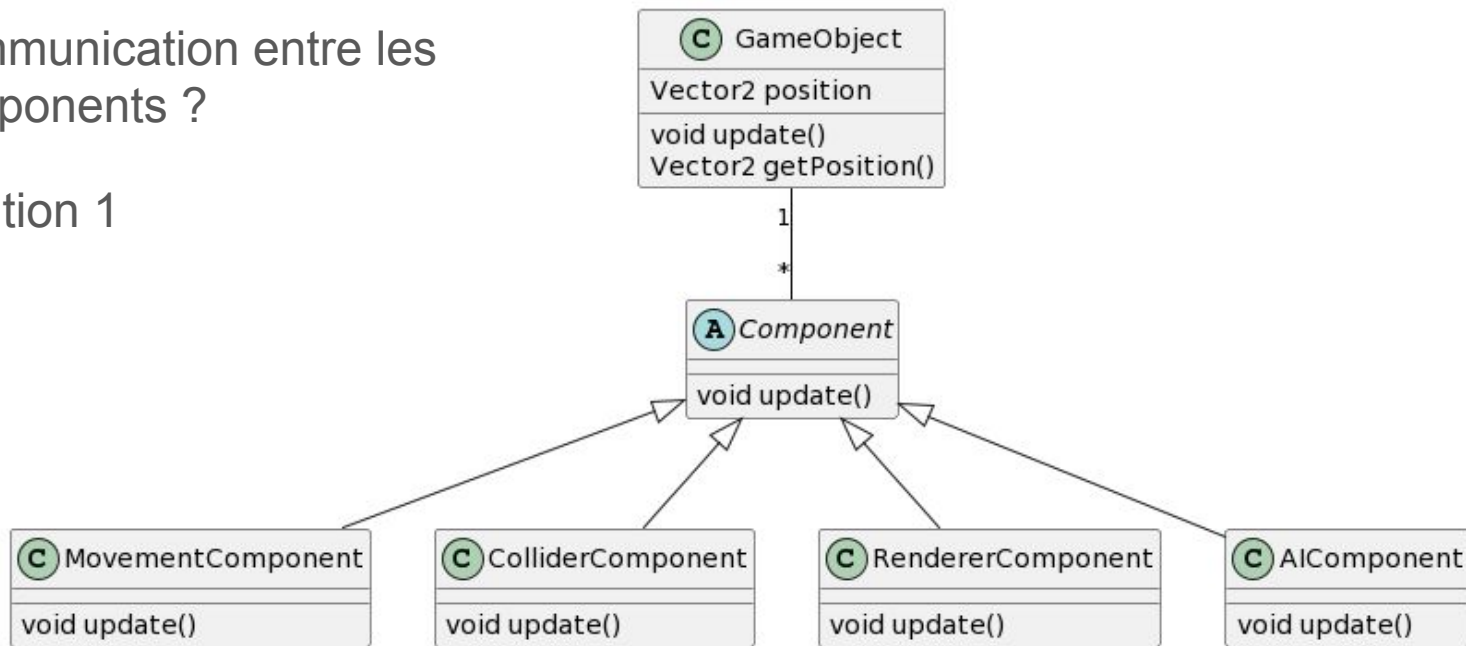
Communication entre les
components ?



Architecture

Communication entre les
components ?

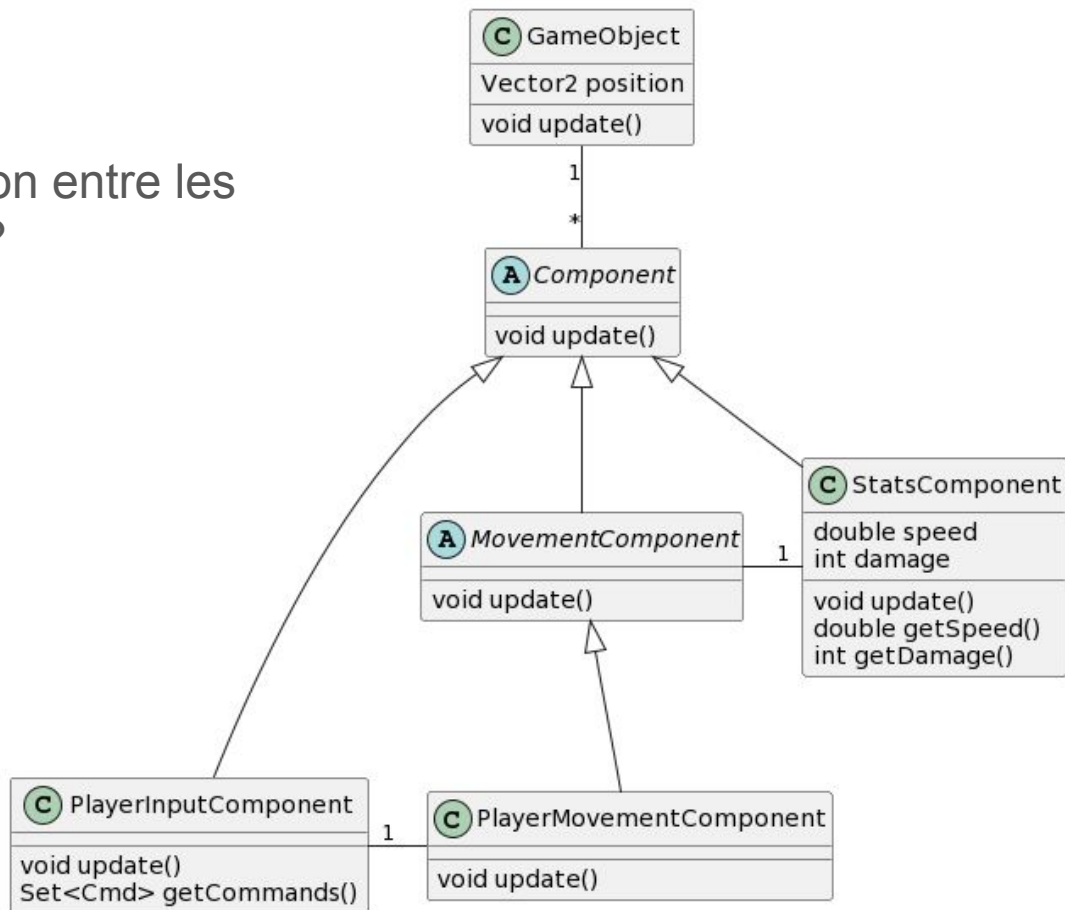
Solution 1



Architecture

Communication entre les
components ?

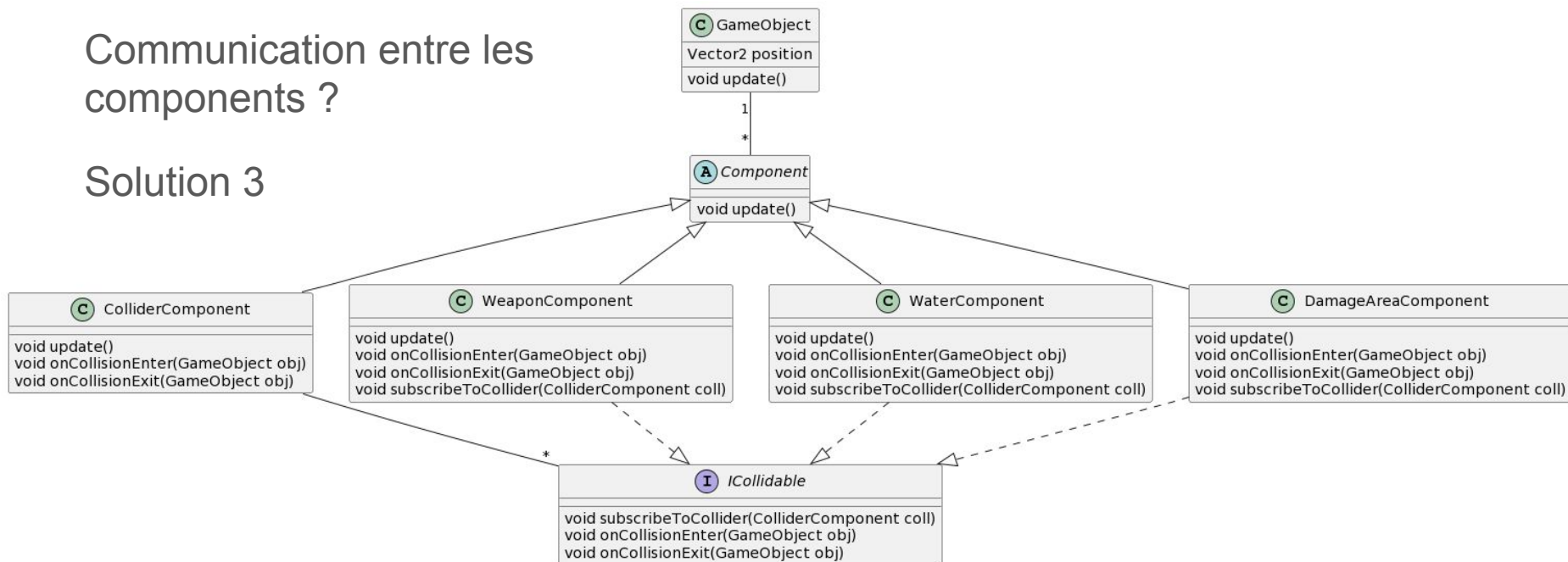
Solution 2



Architecture

Communication entre les
components ?

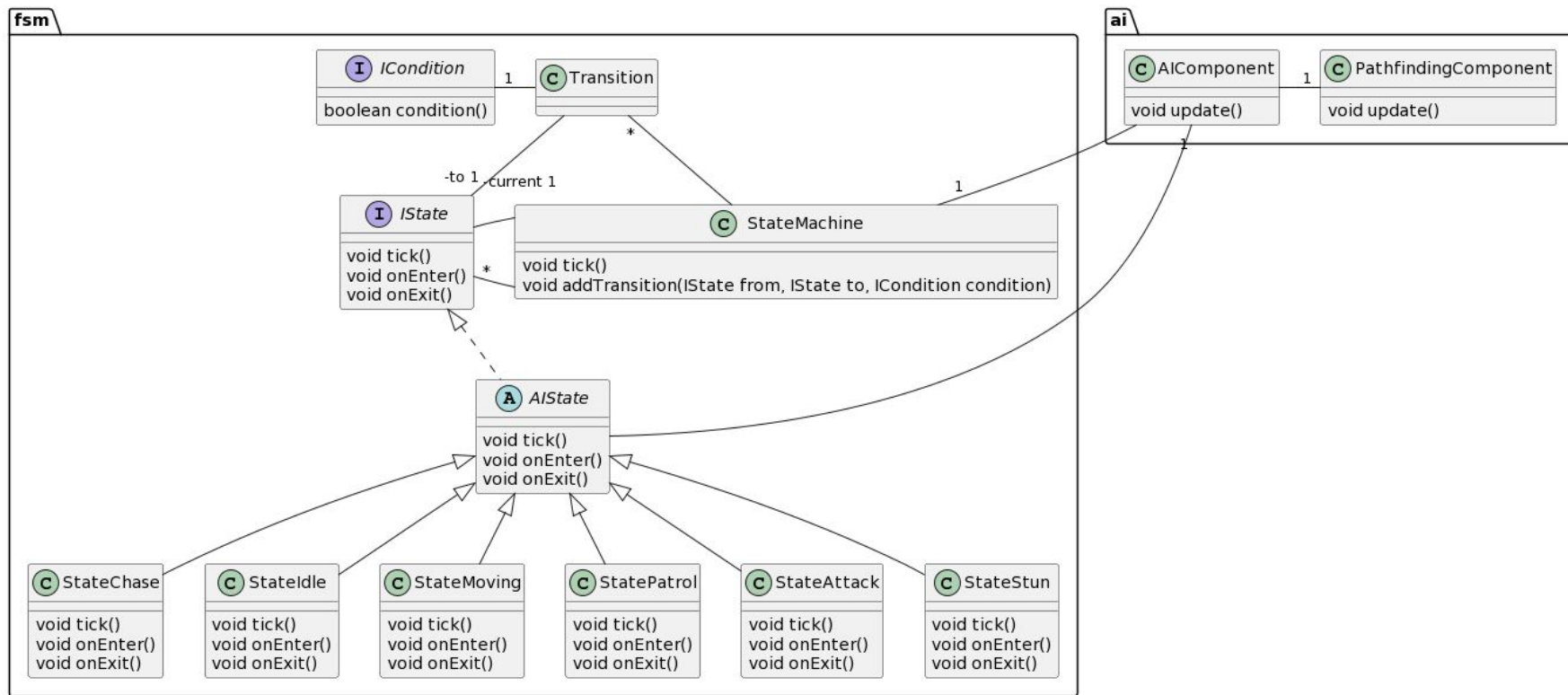
Solution 3



Architecture

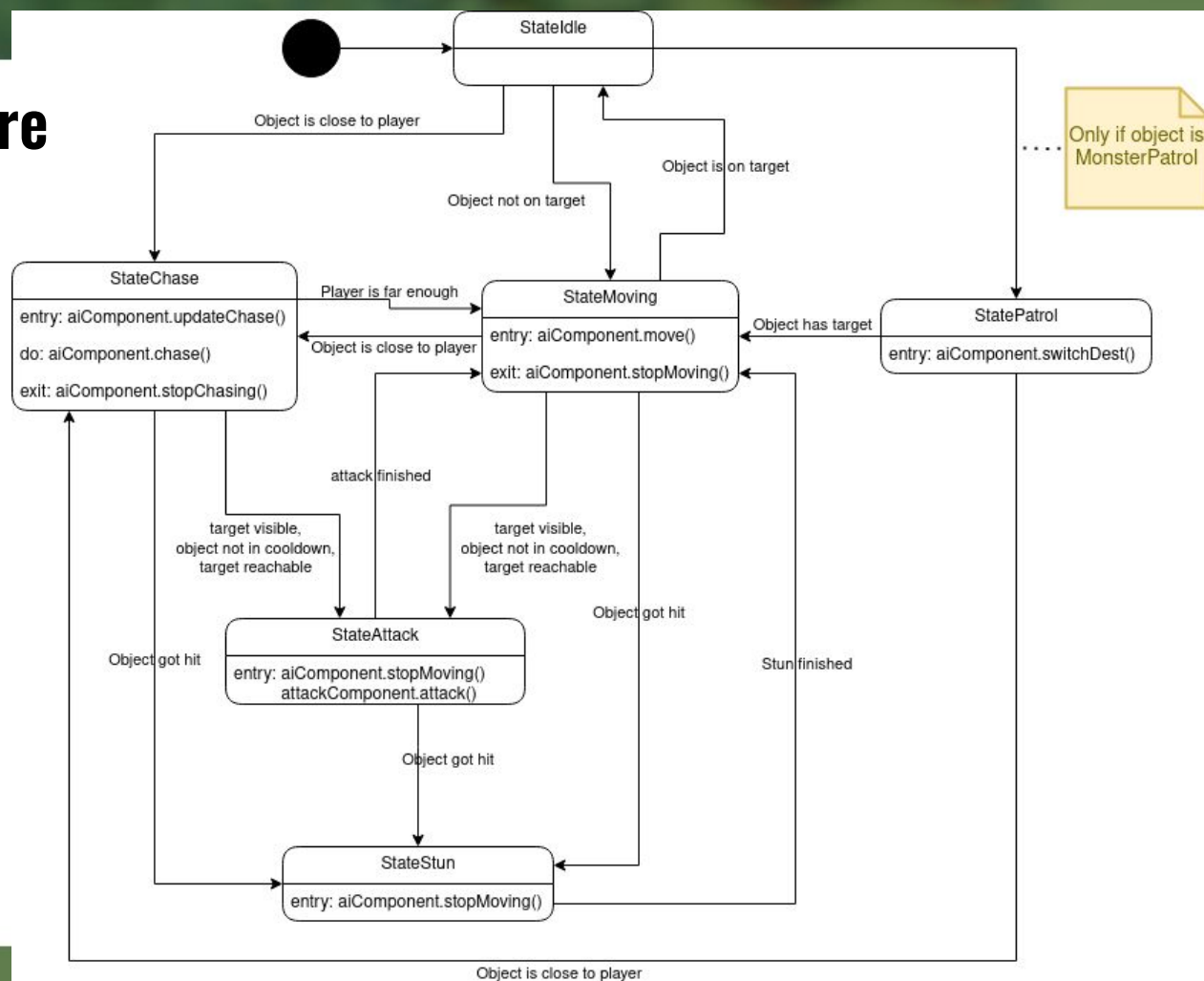
IA et States

Diagramme de classes IA Monstres



Architecture

IA et States



Démonstration