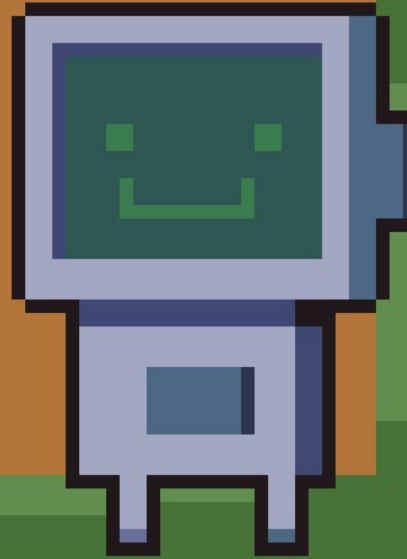


Pandemic Soutenance



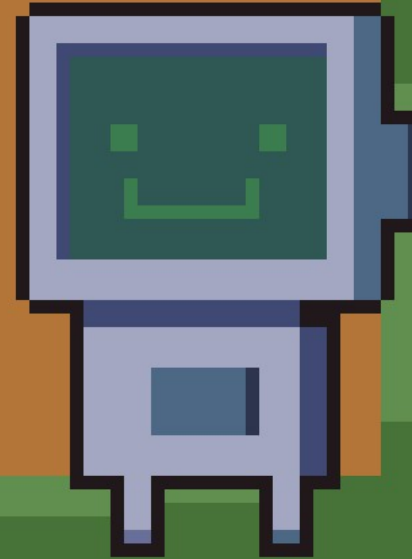
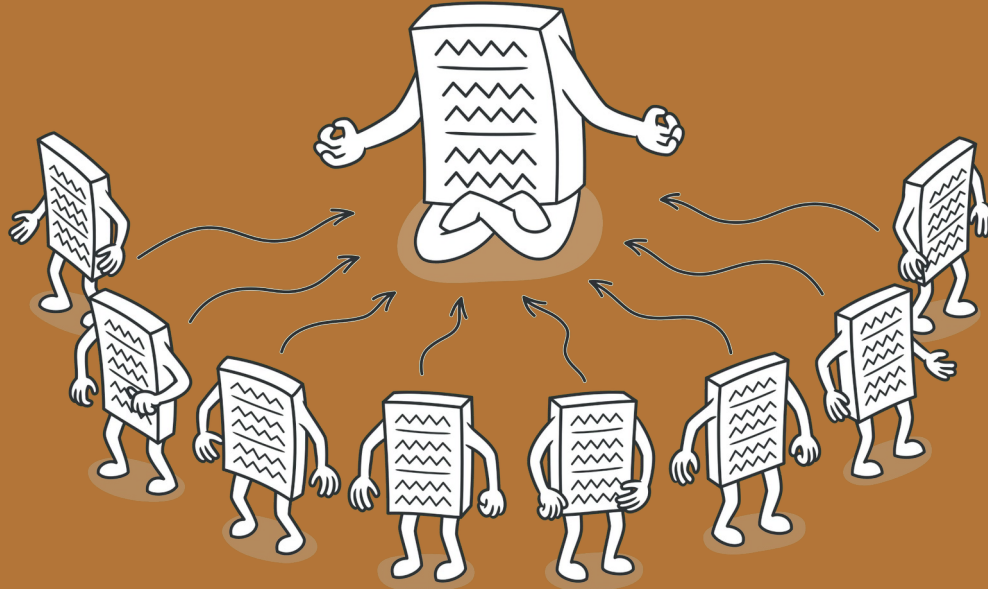
Avancement du projet :

- Jeu fonctionnel
- Comprend un joueur humain et trois bots
- Code couvert a 65%
- Eventuelle interface graphique

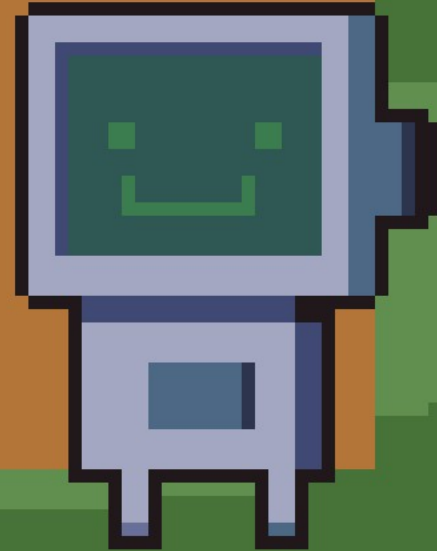
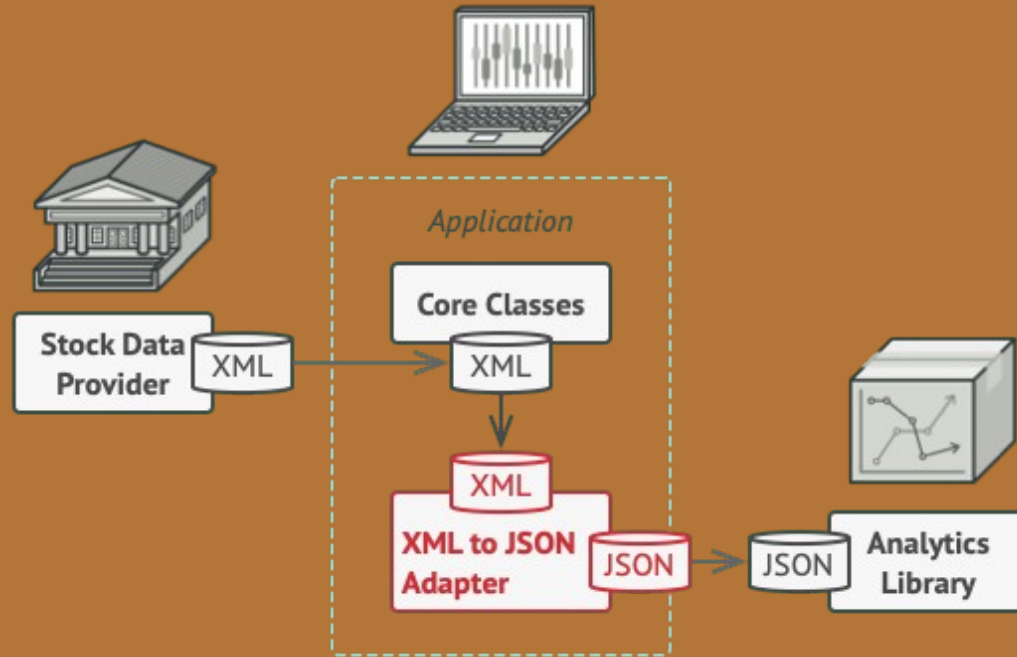


Modelisation et implementation :

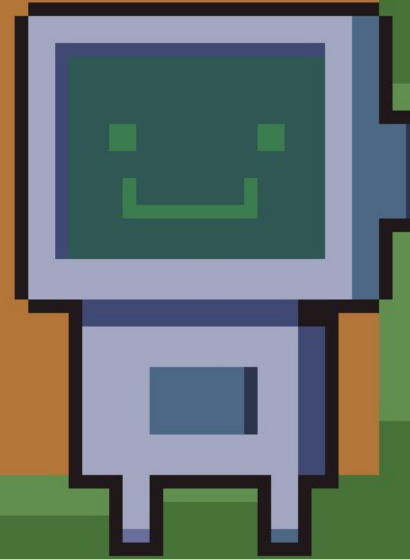
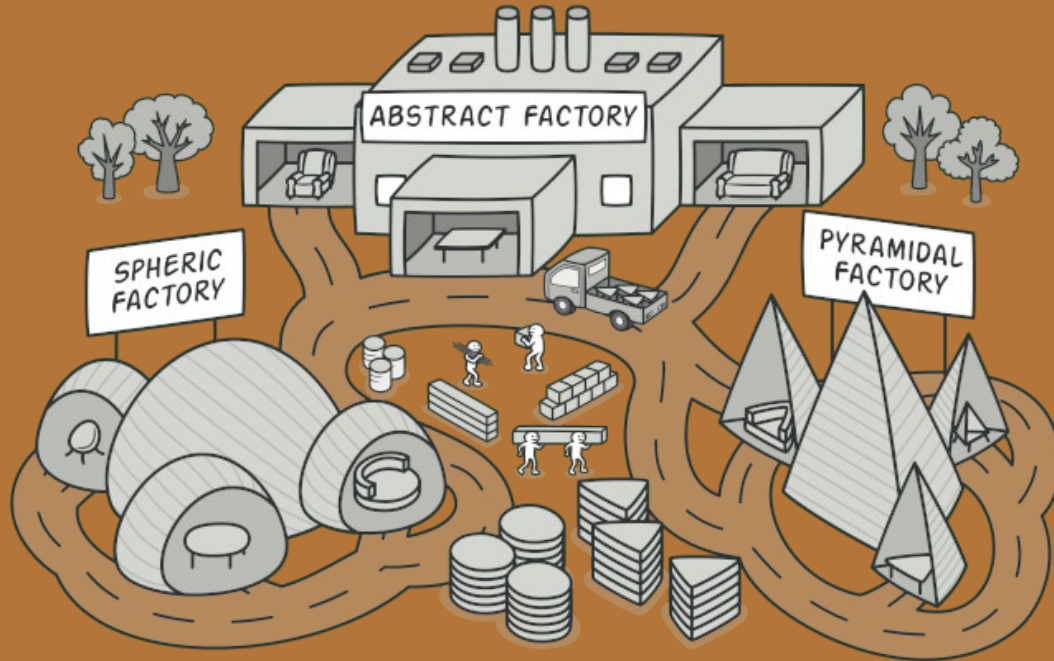
Singleton pattern



Adapter design pattern



Abstract factory



Respect du principe de l'open closed qui ouvre le jeu aux extensions



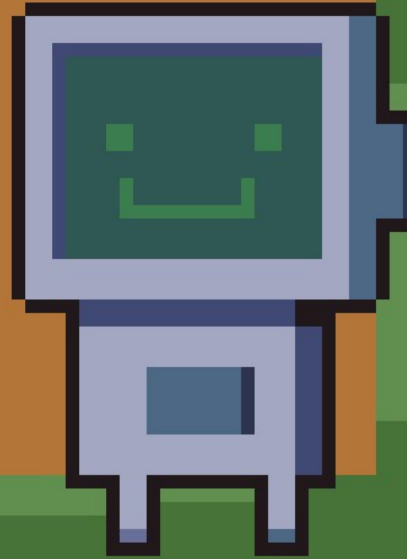
Edward
Normalhands

Can use scissors
and any other tools



Edward
Scissorhands

POOR
THING!



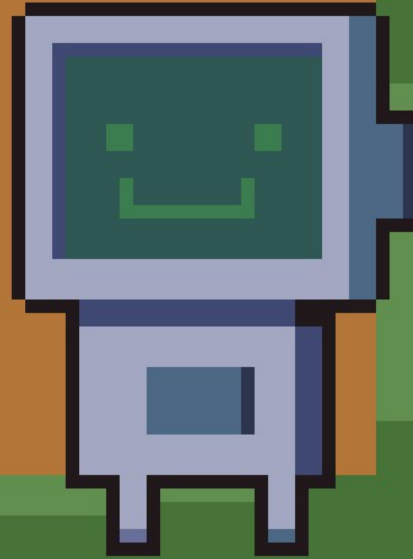
Role de chacun :

Rosa / Anton :

Code et choix de modelisation

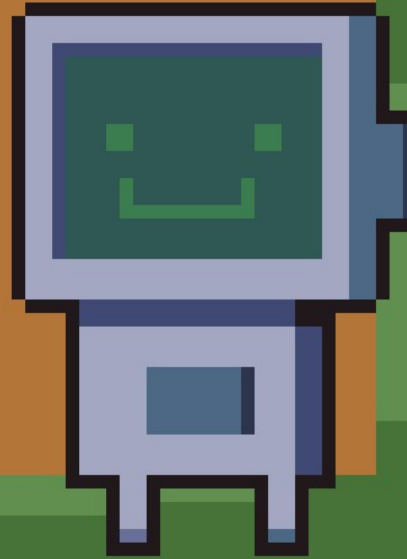
Nawfel / Lylia :

Tests + docs et UMLs



Difficultes rencontrees :

- Manque d'organisation
- Difficile a se repartir le travail
- Difficile avec les branches git et les merge request



Bilan :

- **Experience enrichissante**
- **Appronfondissement des notions de POO**
- **Travail a plusieurs sur GIT et maitrise des bonnes pratiques de l'outil**

