

GABRIELA CAVALCANTE

HUANG XIAOHAN

RAQUEL OLIVEIRA

QUENTIN PROD'HOMME

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**QAB**

# POINTS FAIBLES

- ▶ Movement on the map
- ▶ Management of the project tasks
- ▶ Aerial phase not optimized
- ▶ Action "Transform" not optimized

# POINTS FORTS

- ▶ Map representation
- ▶ Strategy to exploration
- ▶ Tests
  - Unit test and Integration test
- ▶ Collaboration
- ▶ Patterns
  - State machine
  - Factory

# PERSPECTIVES

## ▶ Optimize Map

- Complete unknown tiles

## ▶ Optimize Exploration

- Create strategy to choose quantity of men
- Optimize movement on the island.
- Check altitude, difficulty to extract resources

## ▶ Backlog