Antoine Bizzari :

This project was quiet an hard one in terms of work we needed to do and the organisation. We first work on how to separate the different parts of the project, and then we respectively realize what we had to do. At the end we worked together to complete the whole project and make different parts work as one and final project.

This project was quiet long and hard, I didn’t like it that much but it wasn’t the worst one we had to do. I think that this project bring me a little more experience in java but especially in terms of relationship.

Niels Boeckx :

The project is interesting and fun to do. It need a lot of works and need us to provide the skills we have. To my mind the only black point is the use of maven. It’s not appropriate and not useful for the moment. Indeed maven implicates a lot of problems and difficulties and we are not able to manage with all of these.

Pedro Martins:

At the beginning of the project due to our bad ambiance in my Prosit Group (1) many people had a lack of knowledge in Java, me included. Thanks to our mutual help in our group I learned Java and could make a good part of the code.

Romain Monnery

This project was interesting and allowed us to create a game from the very beginning in our way of thinking. The problem was the use of Maven, we lost approximately one day of work because of this plugin and we didn’t even manage to resolve the problems with the dependencies not working in the project. But the game itself is working fine.