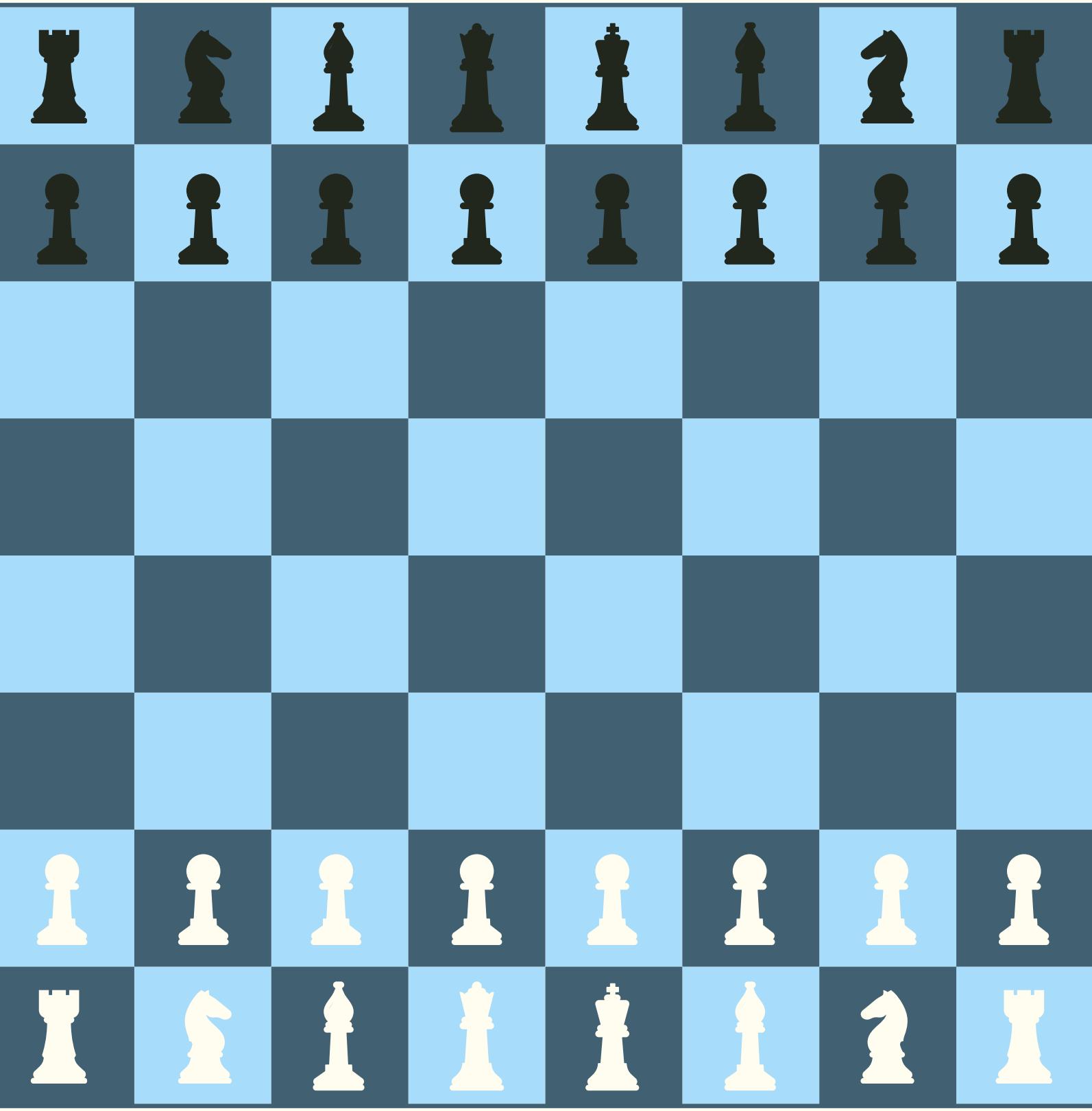
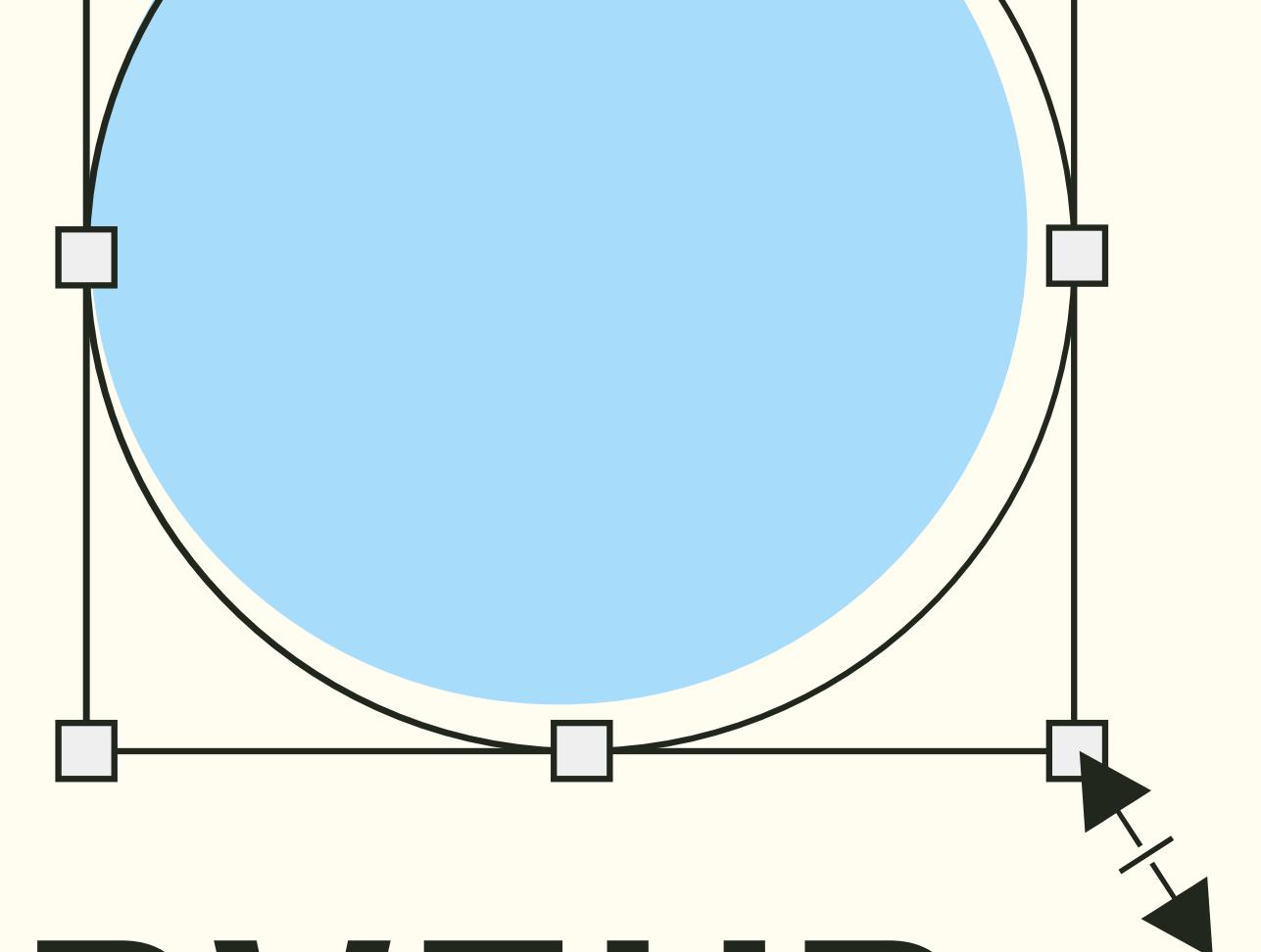
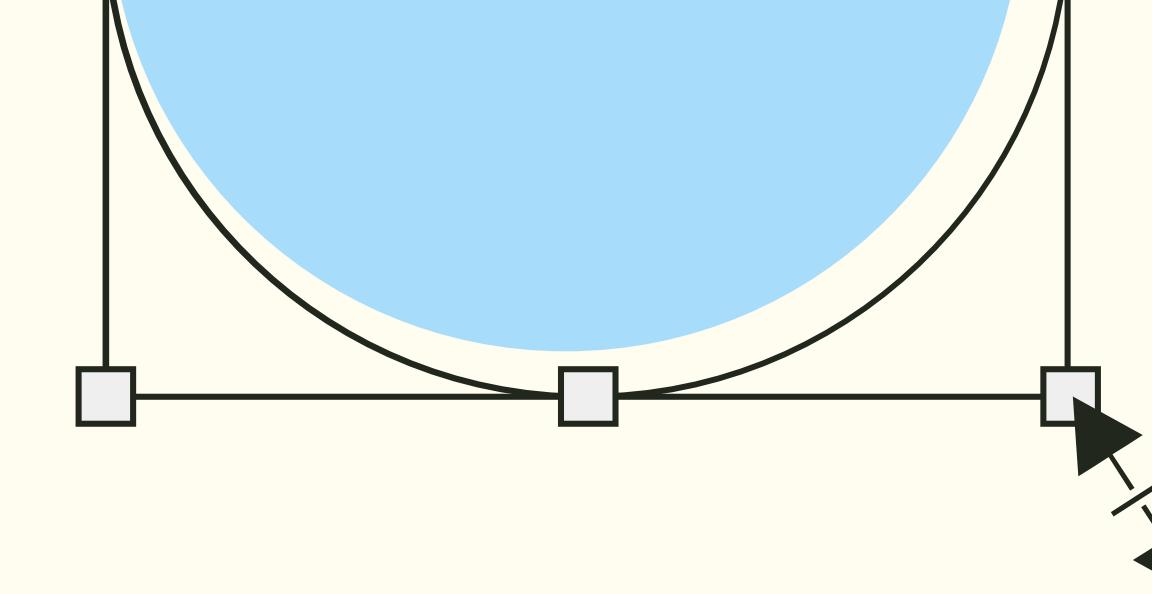
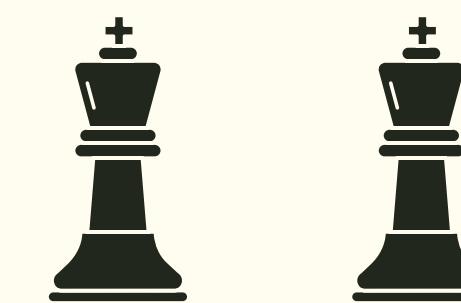
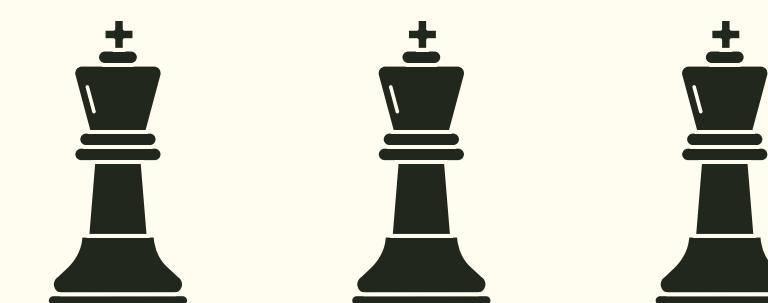


SERVEUR DE JEU D'ECHECS



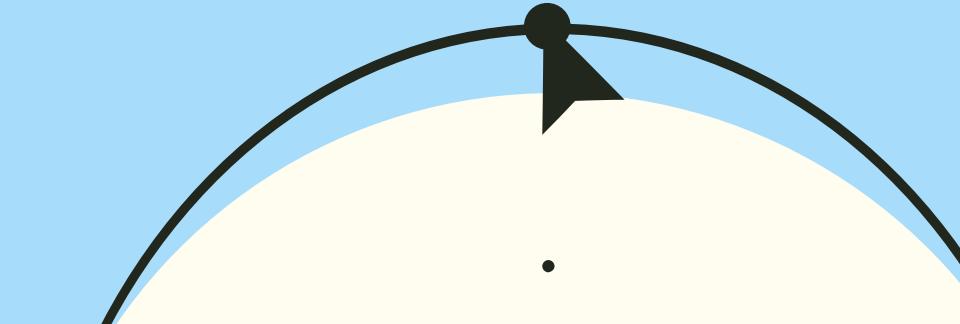
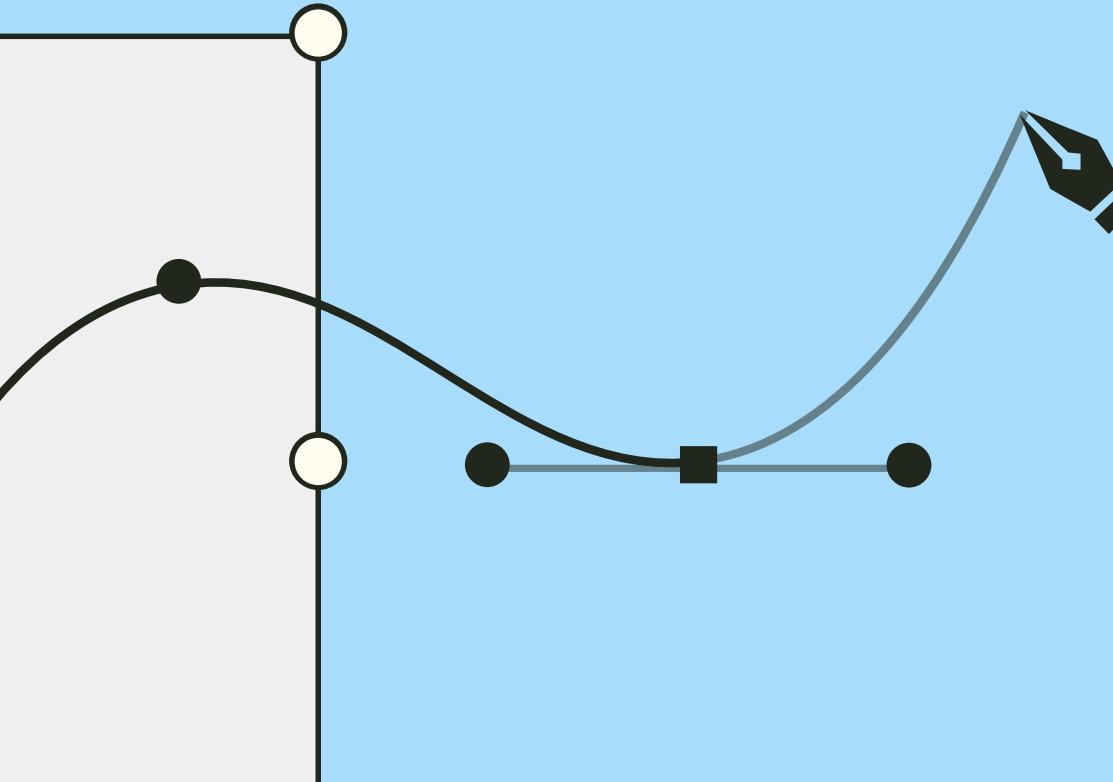


Echiquier des Matières

Joueur 1		Explication générale du projet
Joueur 2		Organisation des fichiers
Joueur 3		Bilan, Conclusion

Explication générale du projet

- Thème abordé
- En quoi consiste le jeu
 - Comment fonctionne l'interface
 - Comment est-il codé



UPLOAD

Organisations des fichiers

SERVEUR

- demarrer_serveur
- gerer_partie
- initialiser_echiquier
- afficher_echiquier
- valider_mouvement

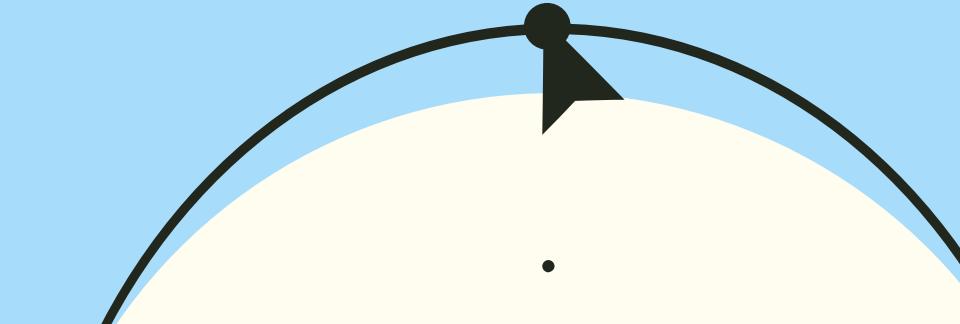
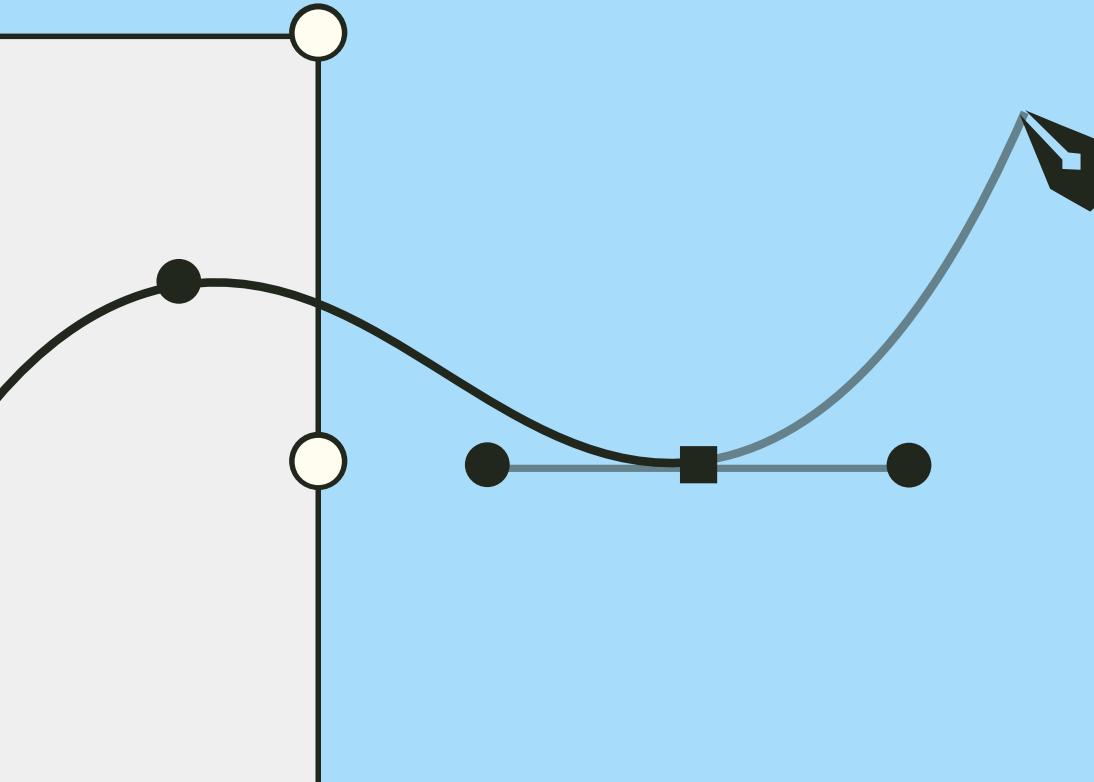
CLIENT

- initialiser_echiquier
- afficher_echiquier
- main



BILAN / CONCLUSION

- Difficultés rencontrées
- Points à améliorer
- Conclusion générale



Merci d'avoir
joué !



SAVE

