# **Répartitions des taches à faire**

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| Fonctionnalité | Ismail | Soufiane | John |
| **IHM** | | | |
| Page GameMenu |  | X |  |
| Page GameWin | X |  |  |
| Page GamePause |  |  | X |
| Page GamePage |  | X |  |
| Page GameOver |  |  | X |
| **LOGIC** | | | |
| Player |  | Déplacement | Optimisation Déplacement |
| SpaceInvaders |  | X |  |
| Ennemies | X | X |  |
| Obstacle | X |  | X |
| Missile |  | X | X |
| Alien | Tir des aliens (temps) | Déplacement | Aide dans le déplacement |
| AlienGreen/  AlienBlue/  AlienRed | Blue et Red |  | Green |
| Bloc |  | Creation classe + CollideEffecet | Sprites |
| Missile | X | X |  |
| MissileAlien | X |  |  |
| Heart |  |  | X |
| **OTHER** | | | |
| Image |  | X | X |
| Style | X | X | X |
| Son |  | X |  |
| Police | X | X |  |
| Import Framework (GIF) |  | X |  |
| Réglage Volume Son | X |  | X |
| IUTGAME.dll |  | X |  |
| Logo |  | X |  |
| **Relation IHM / LOGIC** | | | |
| Player / GamePage |  | X |  |
| Ennemies / GamePage | X |  | X |
| Score win et lose |  | X |  |
| Test | | | |
| Deplacement joueur |  | X |  |
| Conception | | | |
| Player |  |  | X |
| IAnimable |  |  | X |
| SpaceInvaders |  |  | X |
| Initialisation de la conception de : Object Score, Game, GameItem |  |  | X |
| Alien  AlienGreen/ AlienRed / AlienBlue |  | X |  |
| objectScore |  | X |  |
| Missile | X |  |  |
| MissileAlien | X |  |  |
| Block | X |  |  |

X : Signifie les tâches assignées