# **Répartitions des taches à faire**

|  |  |  |  |
| --- | --- | --- | --- |
| 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 |
| **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 |  |
| **Relation IHM / LOGIC** | | | |
| Player / GamePage |  | X |  |
| Ennemies / GamePage | X |  | X |

X : Signifie les tâches assignées