

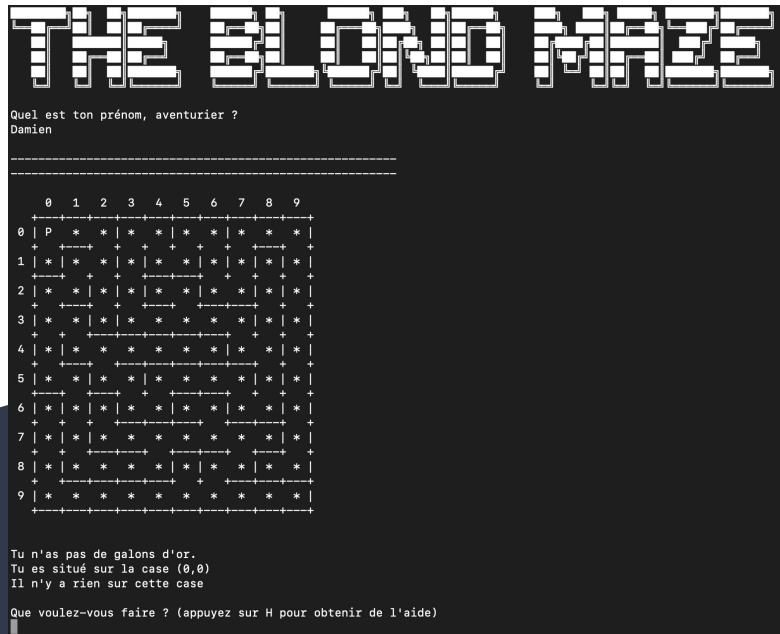
THE BLOND MAZE

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SOMMAIRE

- 1) État d'avancement
- 2) Modélisation
- 3) Extensions
- 4) Fonctionnement adopté
- 5) Difficultés rencontrées
- 6) Bilan



Etat d'avancement

- Cahier des charges
- Pas de bug ?
- Tests
- Documentation complète

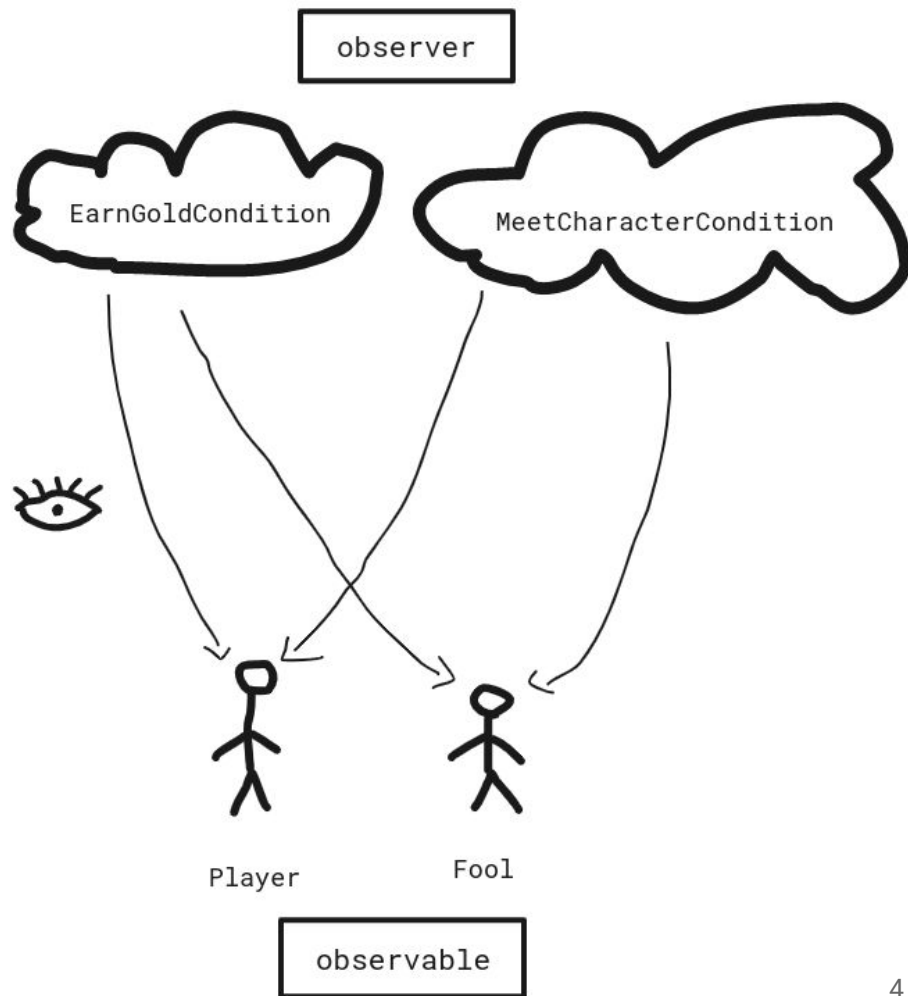
97% classes, 91% lines covered in package 'game'

Element	Class, %	Method, %	Line, %
character	100% (28/28)	92% (81/88)	94% (279/296)
enigma	100% (4/4)	91% (11/12)	81% (39/48)
hint	100% (10/10)	100% (13/13)	100% (54/54)
item	100% (4/4)	100% (16/16)	100% (39/39)
maze	100% (11/11)	89% (52/58)	93% (189/202)
observer	100% (2/2)	83% (5/6)	88% (8/9)
quest	100% (4/4)	100% (13/13)	100% (29/29)
system	100% (3/3)	94% (17/18)	80% (106/131)
util	66% (2/3)	80% (4/5)	88% (32/36)
Game	100% (1/1)	100% (9/9)	100% (41/41)
GameGraphicsMode	100% (1/1)	100% (7/7)	66% (12/18)
Level	100% (1/1)	100% (11/11)	90% (55/61)
LevelGenerator	100% (2/2)	100% (13/13)	91% (136/149)
Main	0% (0/1)	0% (0/1)	0% (0/6)

Couverture des tests

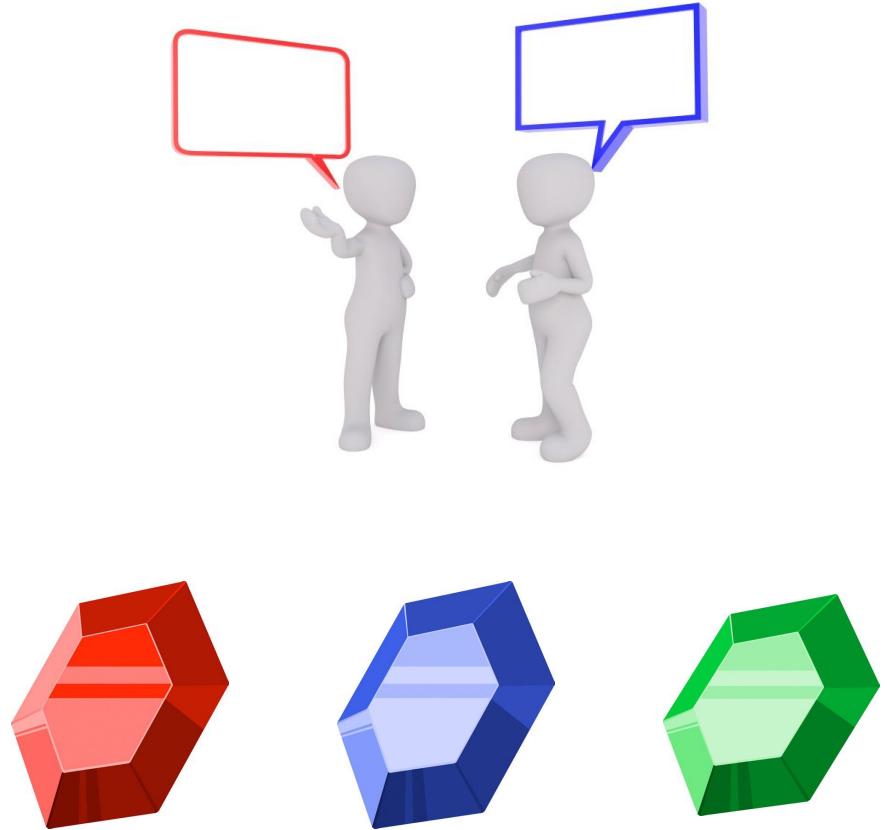
Observer Pattern

- Conditions de quête
- Character
- Simulation d'événements



Command Pattern

- Action
 1. PickupItemAction
 2. ChangeStateAction
 3. TalkAction
- Classes
- Exception



State Pattern

- Différents états pour le Player
- Intermédiaire entre le début du tour, et l'action finale
- Empilement des états

ChooseItemToPickUpState

StartTurnState

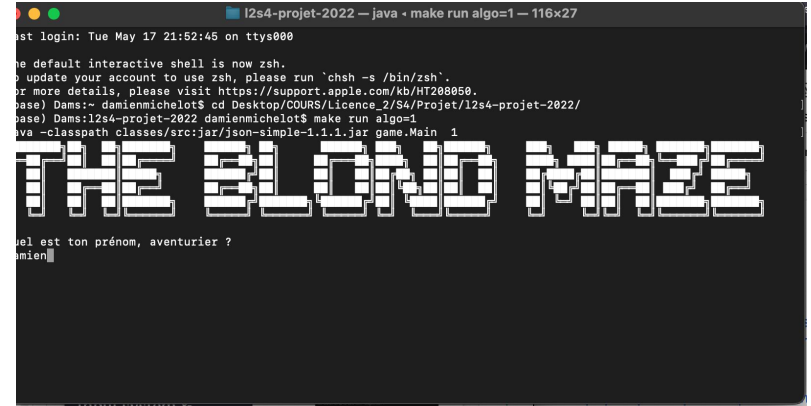
ChooseNumberOfMoveState

ChooseDirectionState

StartTurnState

Input system & graphics system

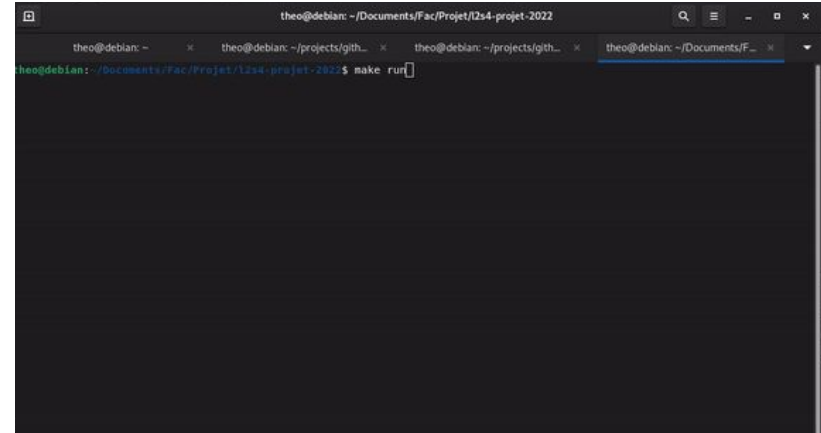
- Gestion centralisée
- Extension possible



```
I2s4-projet-2022 — java - make run algo=1 — 116x27
last login: Tue May 17 21:52:45 on ttys000
the default interactive shell is now zsh.
to update your account to use zsh, please run 'chsh -s /bin/zsh'.
for more details, please visit https://support.apple.com/kb/HT208050.
(base) Dams:~ damienmichelot$ cd Desktop/COURS/Licence_2/S4/Projet/I2s4-projet-2022/
(base) Dams:I2s4-projet-2022 damienmichelot$ make run algo=1
java -classpath classes/src:jar/json-simple-1.1.1.jar game.Main 1
THE BLOND MAZE
quel est ton prénom, aventurier ?
damien
```

Les extensions

- Enigmes
- Conditions
- Nom
- Affichage



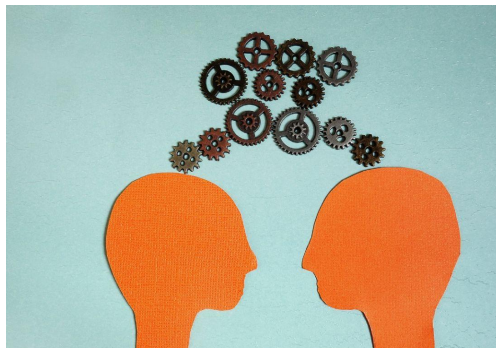
Fonctionnement adopté

- Kanban
- Binôme
- Coordinateur

```
maze::Cell  
  
- x: int  
- y: int  
- northWall: boolean  
- southWall: boolean  
- eastWall: boolean  
- westWall: boolean  
- theCharacters: List<Character>  
- theItems: List<Item>  
  
+ getX(): boolean  
+ getY(): boolean  
+ Cell(x: int, y: int)  
+ hasNorthWall(): boolean  
+ hasSouthWall(): boolean  
+ hasEastWall(): boolean  
+ hasWestWall(): boolean  
+ setNorthWall(has: boolean): void  
+ setSouthWall(has: boolean): void  
+ setEastWall(has: boolean): void  
+ setWestWall(has: boolean): void  
+ addCharacter(character: Character): void  
+ removeCharacter(character: Character): boolean  
+ getCharactersInCell(): List<Character>  
+ getItem(): List<Item>  
+ setItem(item: Item): void  
+ possibleOrientation(): List<Orientation>  
+ equals(object: Object): boolean  
+ toString(): String
```

- noir : à faire
- bleu : ce qu'on a codé
- rouge : question ou bloqué
- vert : tests faits et passés
- orange : test fait mais n'est pas passé
- violet : pas de tests à faire

Méthode Kanban



Difficultés rencontrées

- Organisation
- Tests et docs
- Branches de git
- Répartition du travail





CONCLUSION