

MAZE GAME

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SOMMAIRE

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```
Quel est ton prénom, aventurier ?  
Damien
```

```
-----  
-----  
  0  1  2  3  4  5  6  7  8  9  
0 | P  *  *  | *  *  | *  *  | *  *  | *  *  |  
+ +---+ + + + +---+ + + + +---+ + + + +---+ +  
1 | *  | *  *  *  | *  *  | *  *  | *  *  | *  *  |  
+ +---+ +---+ +---+ +---+ +---+ +---+ +---+ +  
2 | *  *  *  *  *  *  *  *  *  *  | *  *  |  
+ +---+ +---+ +---+ +---+ +---+ +---+ +---+ +  
3 | *  *  *  *  *  *  *  *  | *  *  | *  *  |  
+ +---+ +---+ +---+ +---+ +---+ +---+ +---+ +  
4 | *  *  *  *  *  *  | *  *  | *  *  | *  *  |  
+ +---+ +---+ +---+ +---+ +---+ +---+ +---+ +  
5 | *  | *  *  *  *  *  | *  *  | *  *  | *  *  |  
+ +---+ +---+ +---+ +---+ +---+ +---+ +---+ +  
6 | *  *  | *  *  *  *  *  *  | *  *  | *  *  |  
+ +---+ + +---+ +---+ +---+ +---+ +---+ +---+ +  
7 | *  | *  | *  | *  *  *  | *  *  | *  *  | *  *  |  
+ +---+ + +---+ +---+ +---+ +---+ +---+ +---+ +  
8 | *  *  | *  | *  | *  *  | *  *  | *  *  | *  *  |  
+ +---+ + +---+ +---+ +---+ +---+ +---+ +---+ +  
9 | *  *  *  *  | *  *  *  *  *  *  | *  *  | *  *  |  
+ +---+ +---+ +---+ +---+ +---+ +---+ +---+ +
```

```
Tu n'as pas de galons d'or.  
Tu es situé sur la case (0,0)  
Il n'y a rien sur cette case
```

```
Que voulez-vous faire ? (appuyez sur H pour obtenir de l'aide)
```

Etat d'avancement

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

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

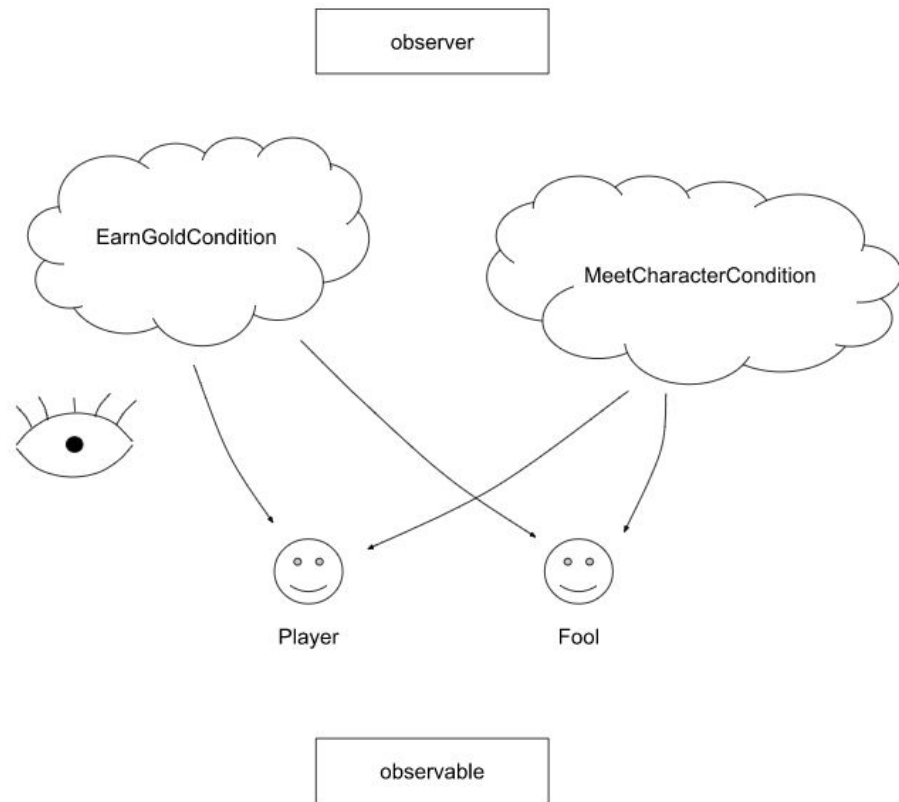
Element	Class, %	Method, %	Line, %
character	100% (28/28)	92% (81/88)	94% (279/296)
enigma	100% (4/4)	91% (11/12)	81% (39/48)
hint	100% (10/10)	100% (13/13)	100% (54/54)
item	100% (4/4)	100% (16/16)	100% (39/39)
maze	100% (11/11)	89% (52/58)	93% (189/202)
observer	100% (2/2)	83% (5/6)	88% (8/9)
quest	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

Modélisation

1) Observer Pattern

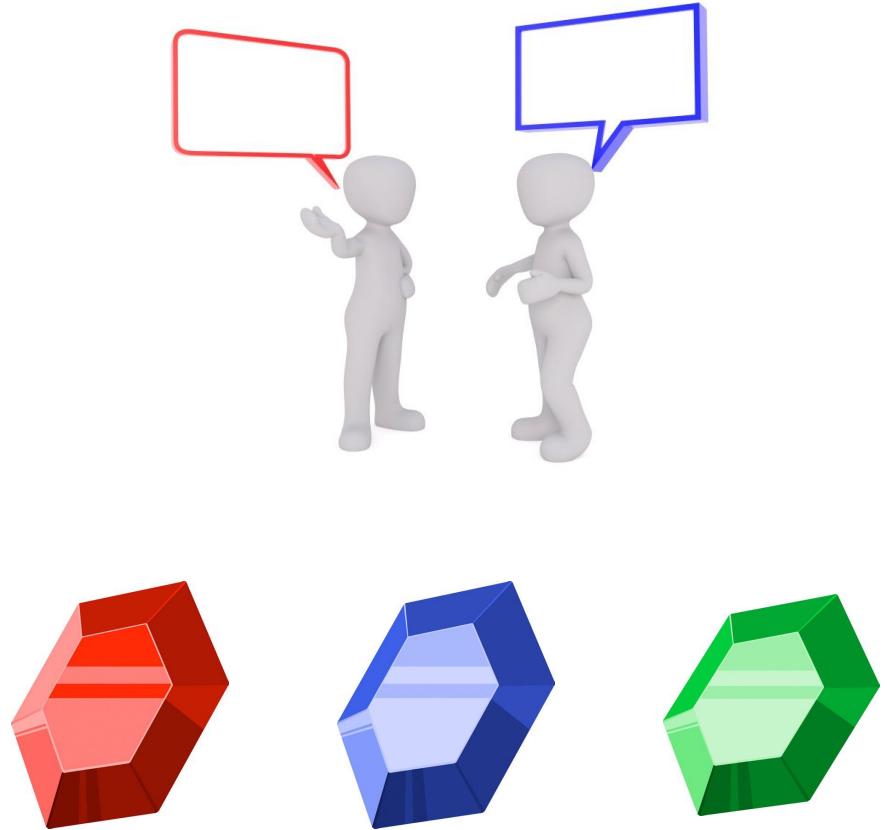
- Conditions de quête
- Character
- Simulation d'événements



Modélisation

1) Command Pattern

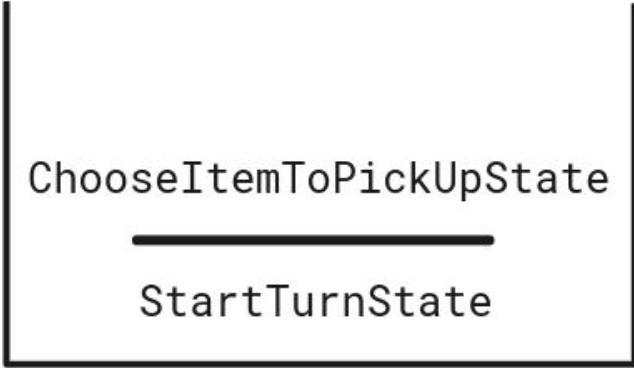
- Action
 - PickupItemAction
 - ChangeStateAction
 - TalkAction
- Classes
- Exception



Modélisation

1) State Pattern

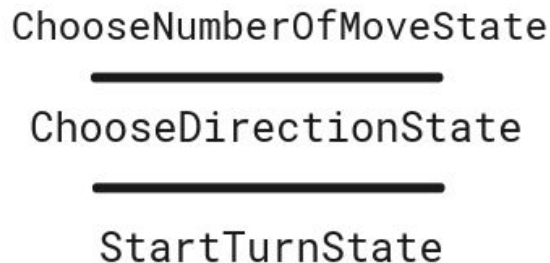
- Différents états pour le Player
- Intermédiaire entre le début du tour, et l'action finale
- Empilement des états



ChooseItemToPickUpState

StartTurnState

This diagram shows a rectangular box containing the text 'ChooseItemToPickUpState' at the top. Below it is a horizontal line, and at the bottom is the text 'StartTurnState'.



ChooseNumberOfMoveState

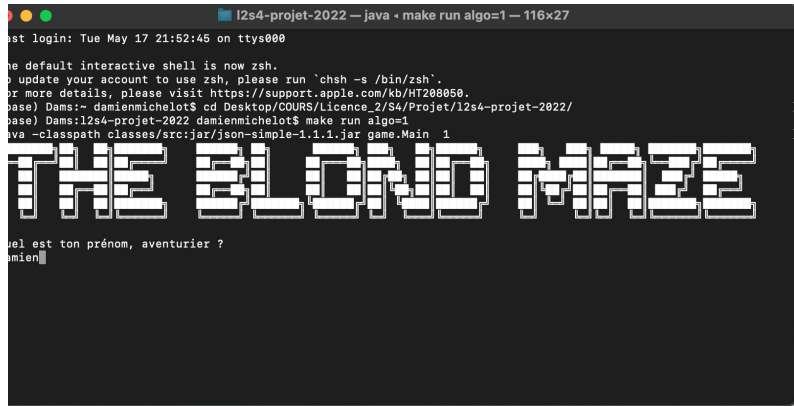
ChooseDirectionState

StartTurnState

This diagram shows a rectangular box containing the text 'ChooseNumberOfMoveState' at the top. Below it is a horizontal line, followed by the text 'ChooseDirectionState', another horizontal line, and finally the text 'StartTurnState' at the bottom.

Input system & graphics system

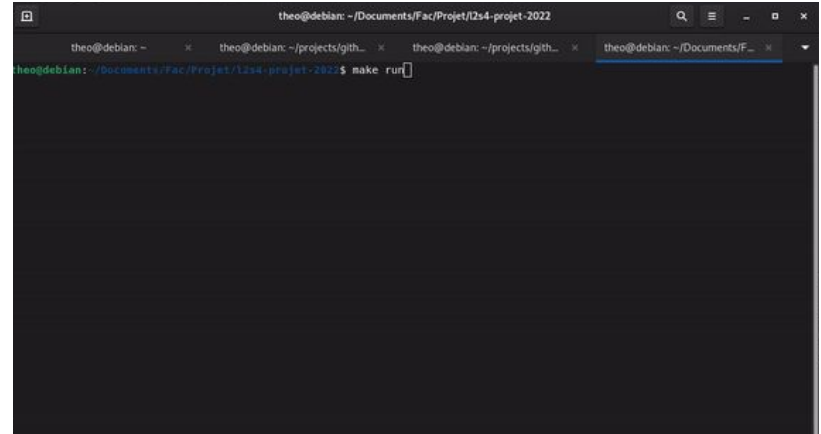
- Gestion centralisée
- Extension possible



```
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
```

Extensions possibles

- Enigmes
- Conditions
- Nom
- Affichage



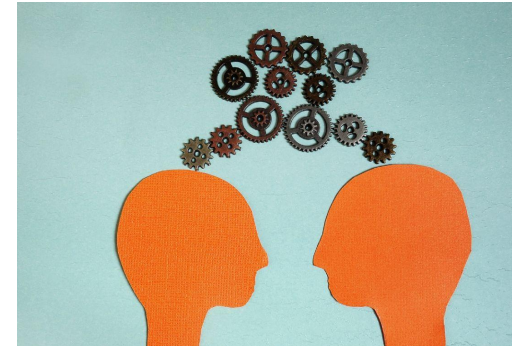
Fonctionnement adopté

- 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