

# R-Type assignments

Tache:	Assigné à:	Avancement:
SFML client	mart_n, clariv_e	0%
Librairie Network	tolsa_c	50%
Librairie Thread	andral_l	0%
NetworkManager client	tolsa_c	0%
NetworkManager server	tolsa_c	0%
RoomManager server	boyer_b, petit_c, andral_l	0%
PluginManager server	petit_c	50%
ActionManager server	boyer_b	0%
ActionManager client	mart_n, clariv_e	0%
Logique de jeu server	petit_c, andral_l	0%
core client	mart_n, clariv_e	0%
RFC Protocole	mart_n, boyer_b	100%
Protocole	*	100%
UML class diagram	*	100%
UML sequence diagram	*	100%