



PROJET 2021

Université de Lille





Bonjour!

**Yao Isidore Amevigbe
Zakaria El Khayari
Yoni Gaudiere
Inas Abacci**

Nos gits:
*@amevigbe
@elkhayari
@gaudiere
@abbaci*



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Organisation



Modélisation

Code

Tests



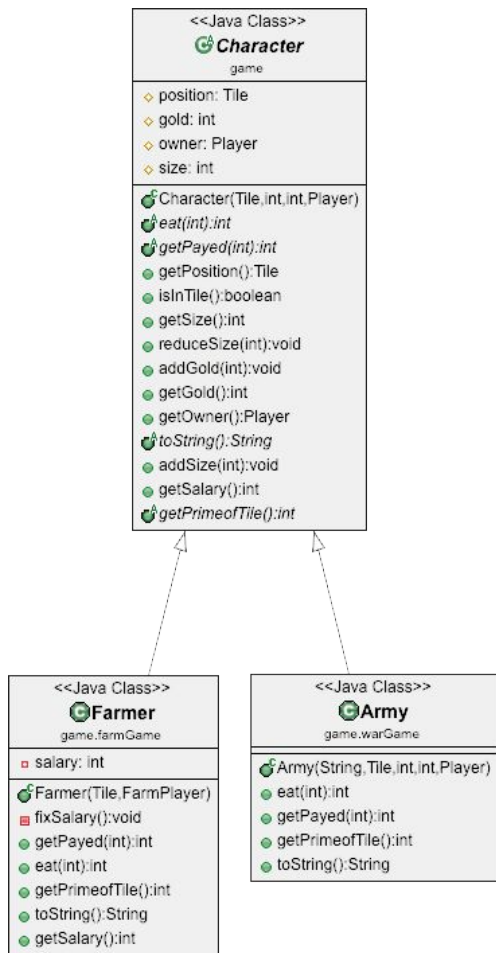
+500 commits

Travail en equipe

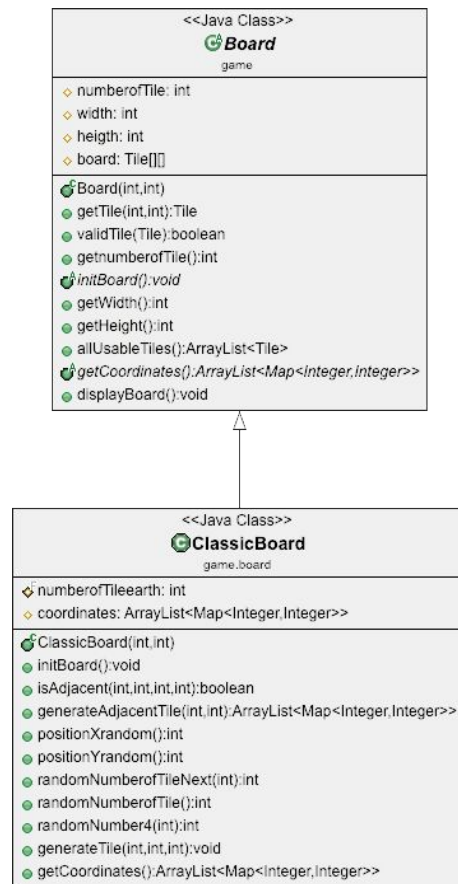
Modélisation



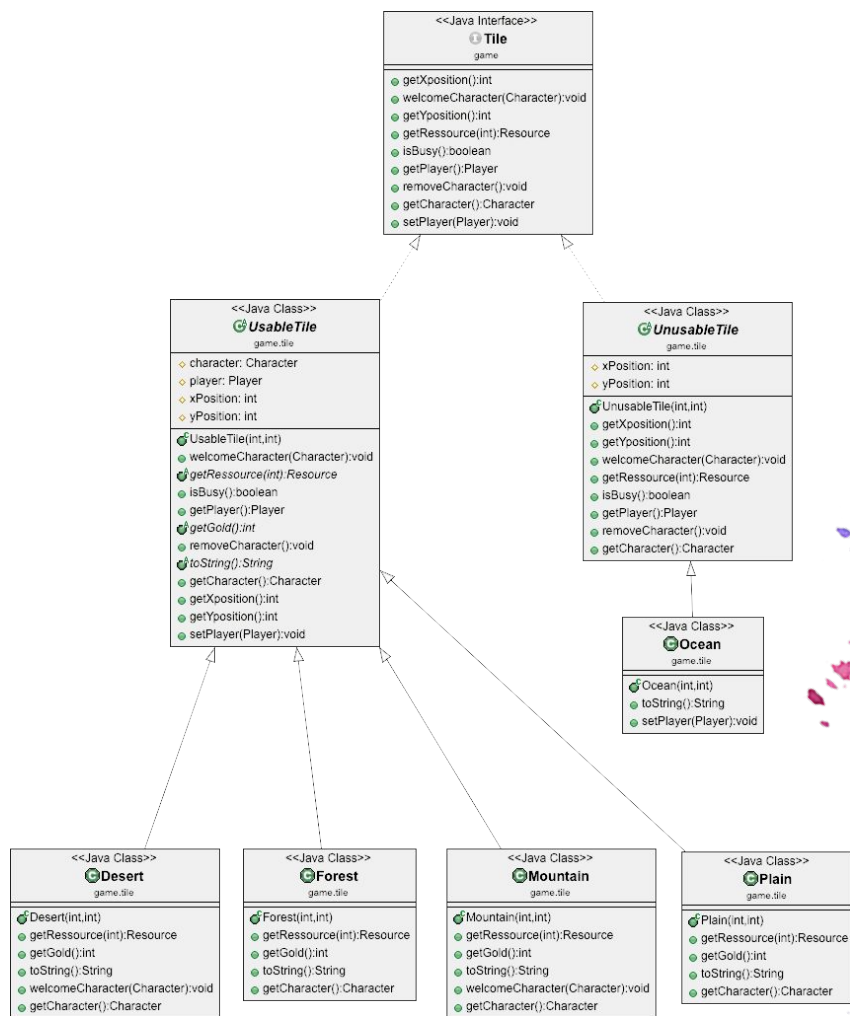
Character



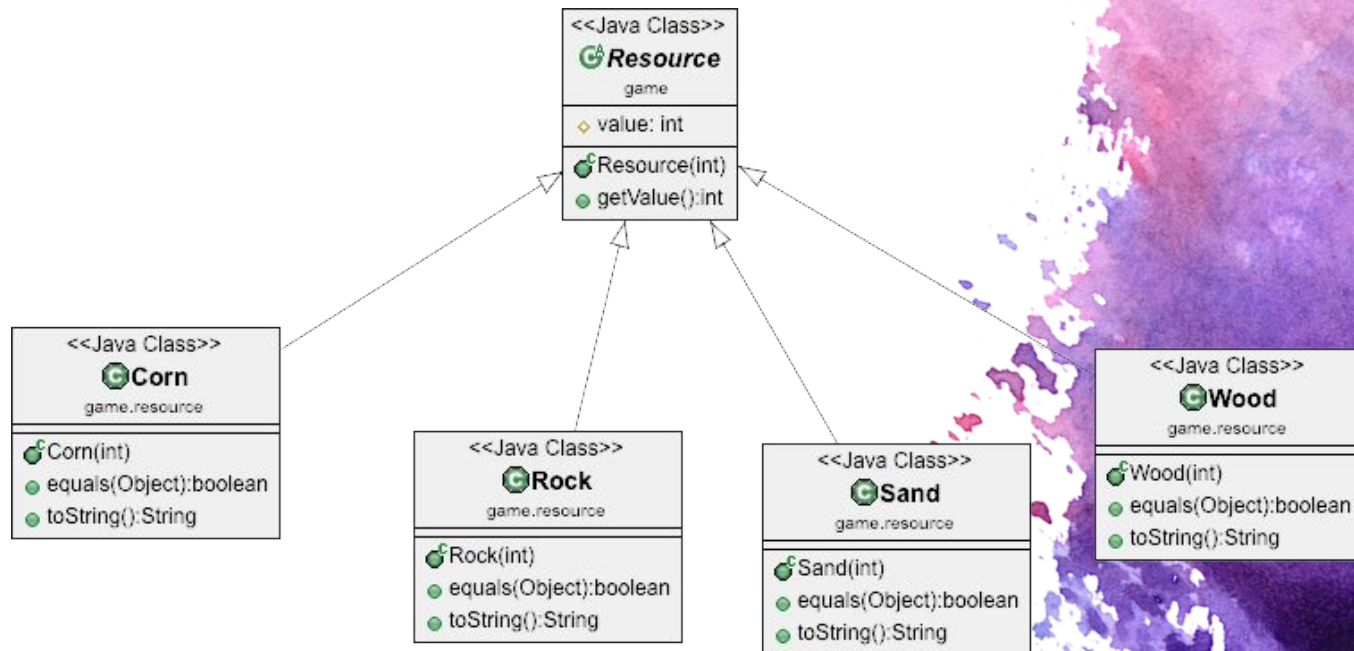
Board



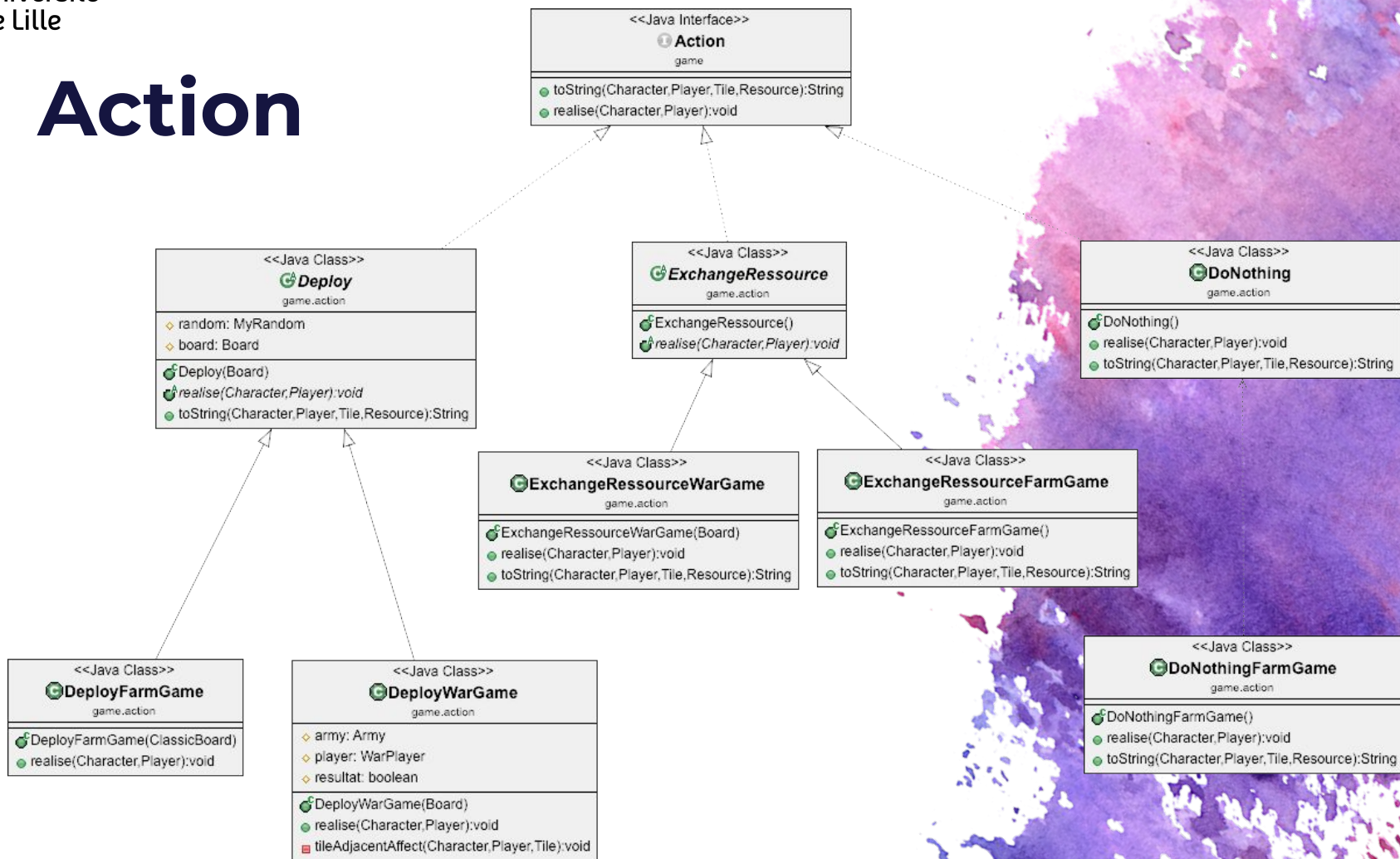
Tile



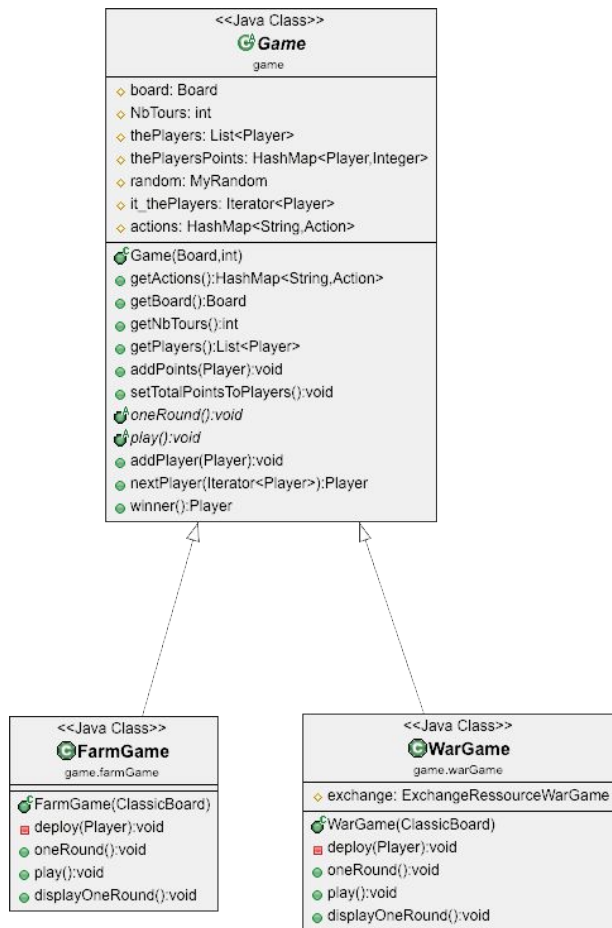
Resource



Action



Game



Player

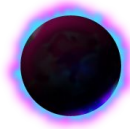


Implementation d'autres jeux

- Création d'un nouveau personnage.
- Création d'un nouveau joueur.
- Création d'un nouveau plateau/tuiles.

Exemple (SpaceGame) :

Earth/Moon/Jupiter extends UsableTile
BlackHole extends UnusableTile



SpacePlayer extends Player



UniverseBoard extends Board




Alien extends Character



Iron/Water extends Resource



Les Exceptions



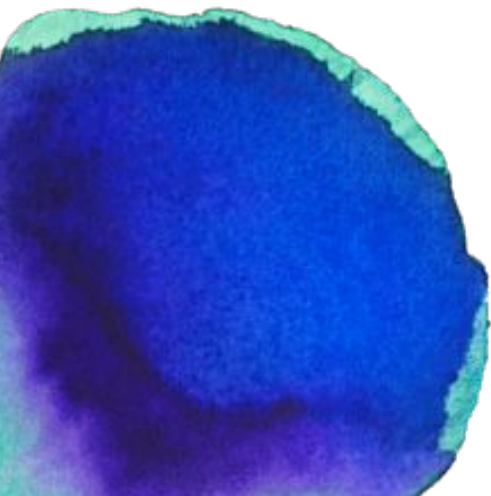
- ArmyNotFeedException.java
- TileNotInBoardException.java
- NoPlayersInGameException.java
- TilenotAvailableException.java
- NoUsableTileAvailableException.java
- TooManyCharacterforDesert.java
- NotEnoughFoodException.java
- TooManyCharacterforMountain.java
- NotEnoughGoldException.java
- WrongSizeCharacterException.java
- RessourceNotAvailableException.java

Les Tests

Codeur != Testeur

```
$ make tests
```

```
$ make game.warGame.WarPlayerTest
```



Makefile

Compiler les classes : `$ make cls`

Generation de la doc : `$ make doc`

Compiler les tests : `$ make tests`

Executer un test : `$ make game.warGame.WarPlayerTest`

Création des jar :

`$ make guerre.jar/agricole.jar/guerreI.jar/agricoleI.jar`

Exécution des jeux:

`$ make playFarmGame/playWarGame/playFarmGameI/playWarGameI`

Interface Graphique: `$ make FarmGameGUI/WarGameGUI`

Output Console

ANSI Colors

```
=====Round 2=====

Isidore a 14 pieces d'or.
Ressources de Isidore {Rock=0, Sand=0, Wood=0, Corn=1}
Points actuelles de Isidore : 1.

Zac a 12 pieces d'or.
Ressources de Zac {Rock=0, Sand=1, Wood=0, Corn=0}
Points actuelles de Zac : 3.

~~~~~Board~~~~~

  0 1 2 3 4
0 0 0 0 P 0
1 0 0 P D 0
2 0 0 0 0 0
3 0 0 P P M
4 0 0 F 0 0

Les tuiles utilisables :
[{4=2}, {1=2}, {0=3}, {3=3}, {3=4}]

~~~~~

Isidore choisissez une action : █
```


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Interface Graphique

Java Swing



Demo



Difficultés



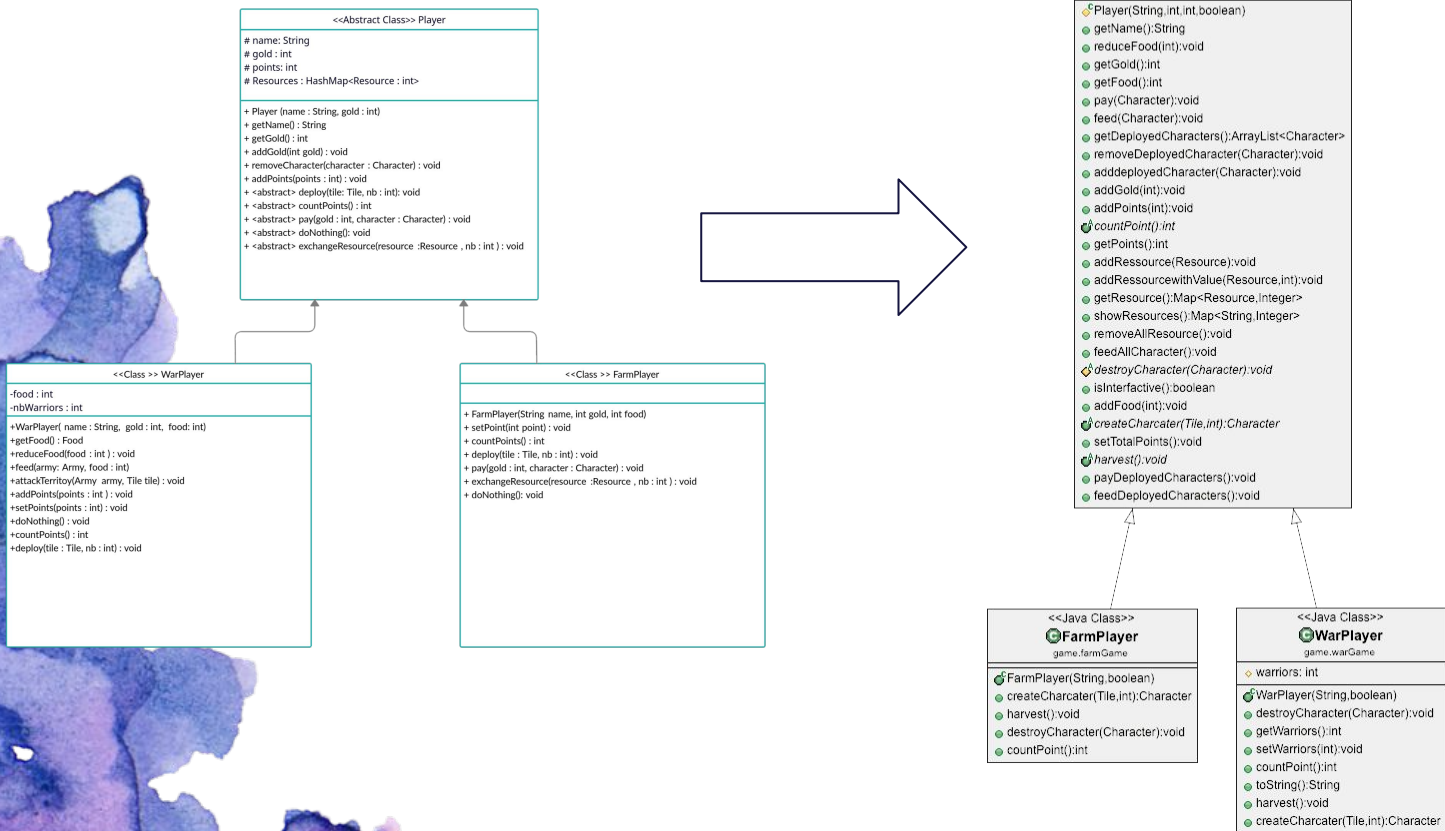
Organisation



Temps



Progression



Bilan

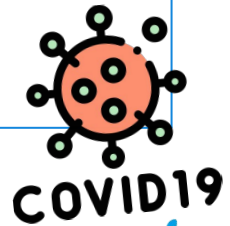
Aspects positifs :

- *Maitrise du Java*
- *Travail en equipe*
- *Eclipse*
- *POO*



Aspects négatifs :

- *Covid-19*



Merci!

Des questions?

Vous pouvez nous contacter via :

yaoisidore.amevigbe.etu@univ-lille.fr

zakaria.elkhayari.etu@univ-lille.fr

yonigaudiere.etu@univ-lille.fr

inas.abbaci.etu@univ-lille.fr

