

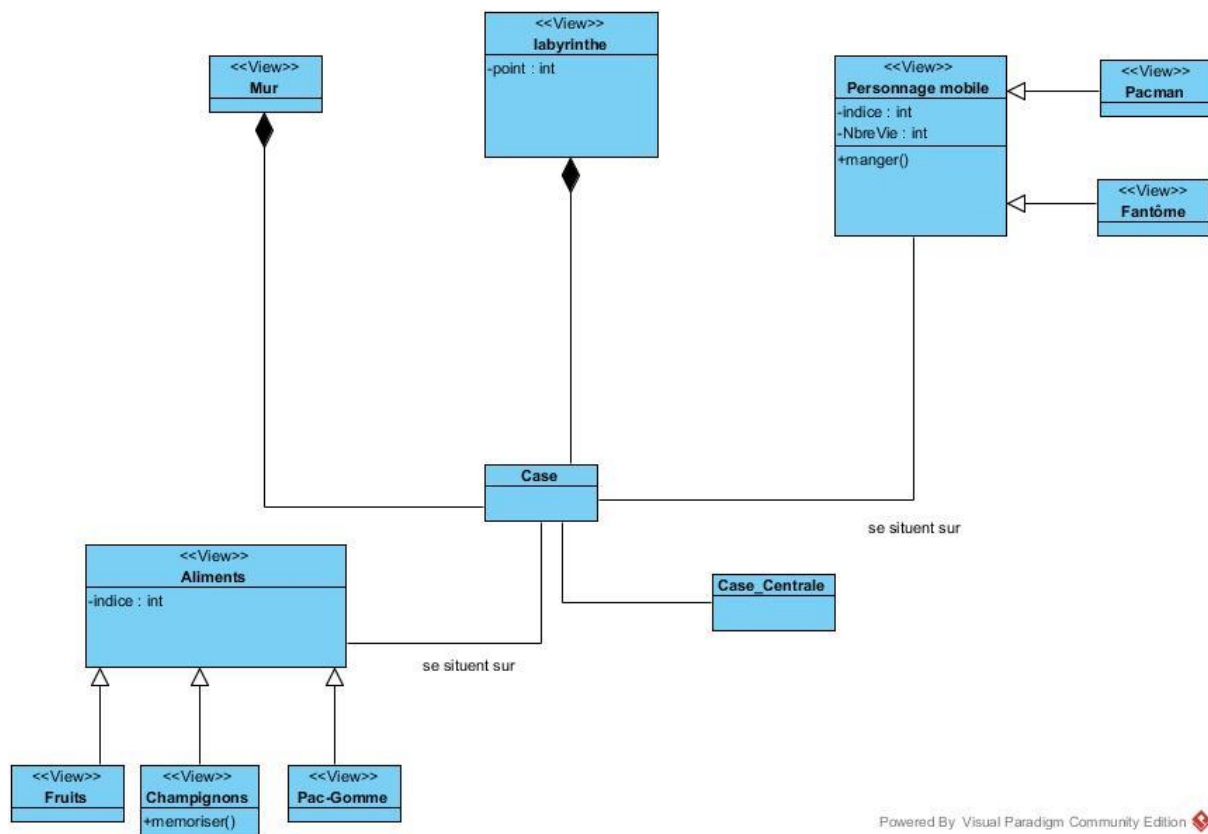
Rapport d'analyse–Conception–Développement

Diagramme d'analyse

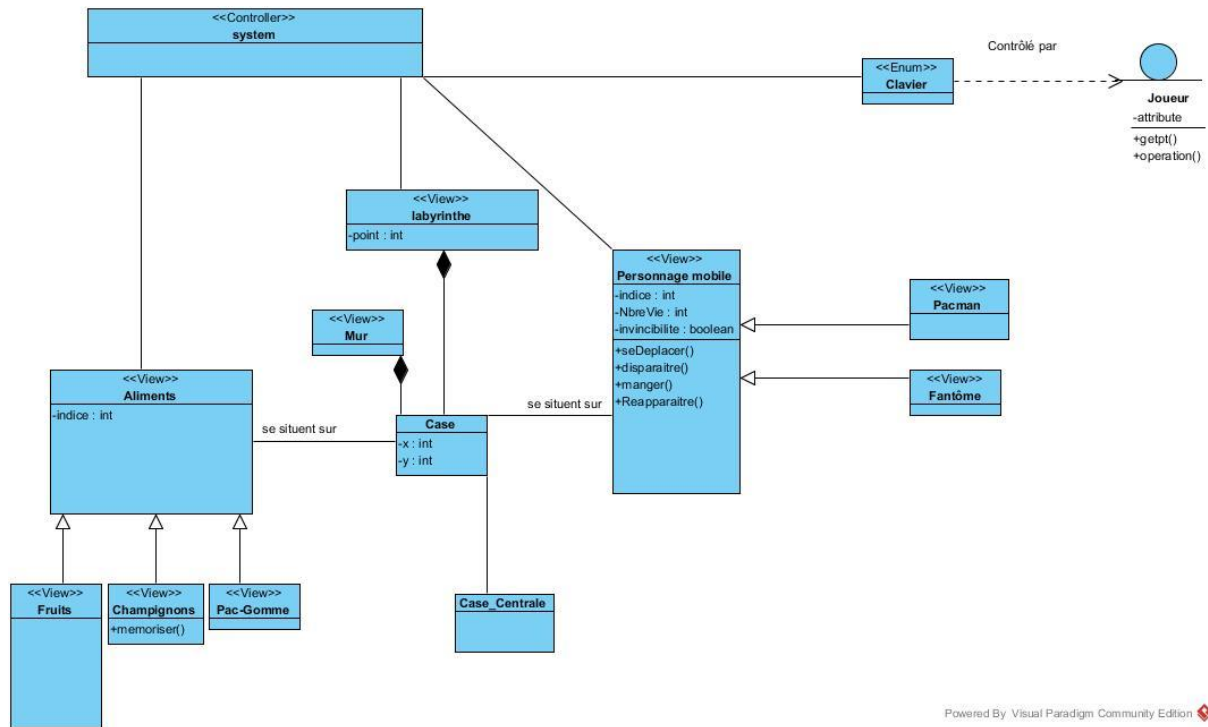
Use Case Jouer



Classe de domaine

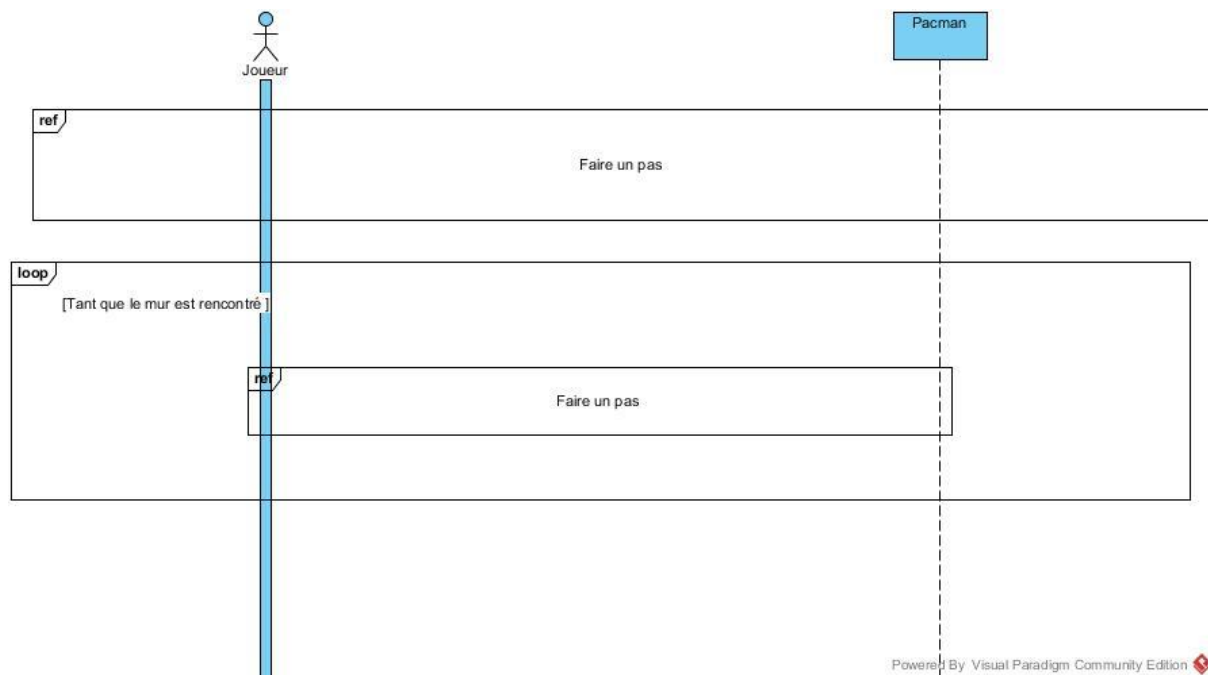


Classe logicielle



Powered By Visual Paradigm Community Edition

Fragment bouger



Powered By Visual Paradigm Community Edition

Fragment rencontre Pac-Gomme

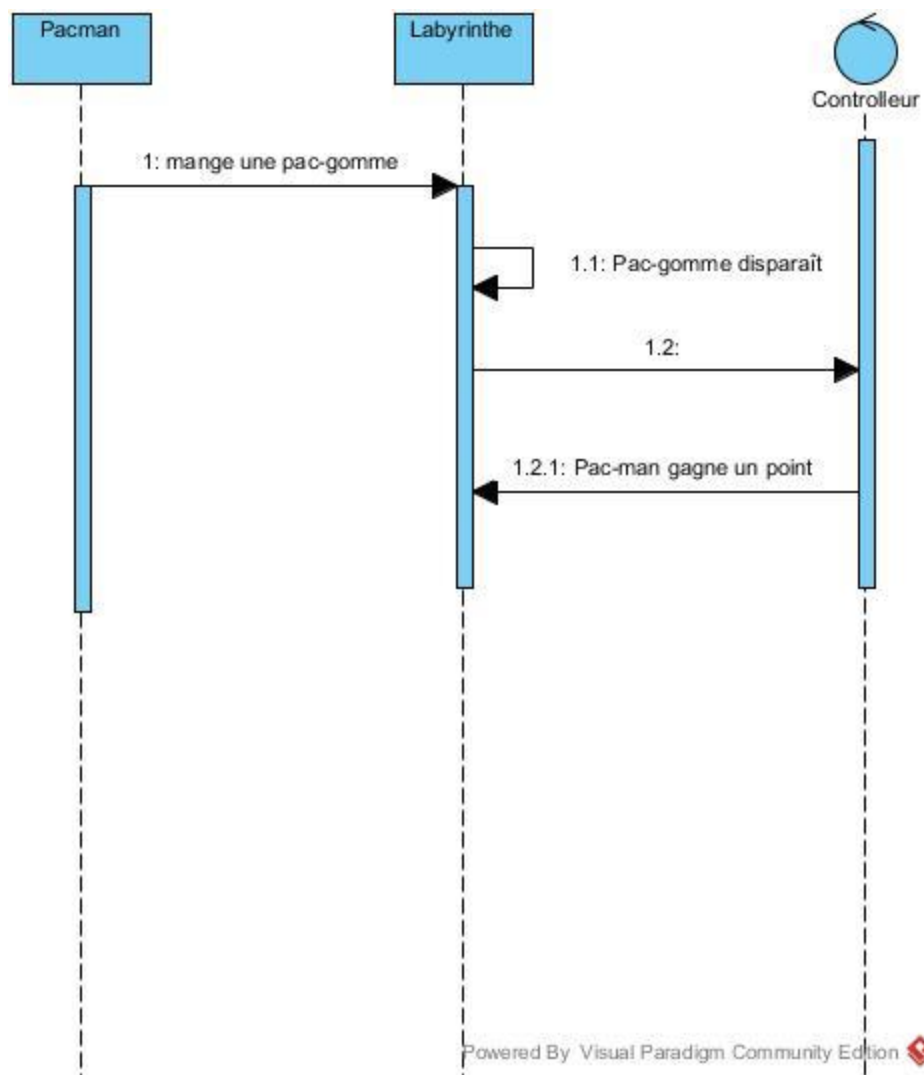


Diagramme séquence Jouer

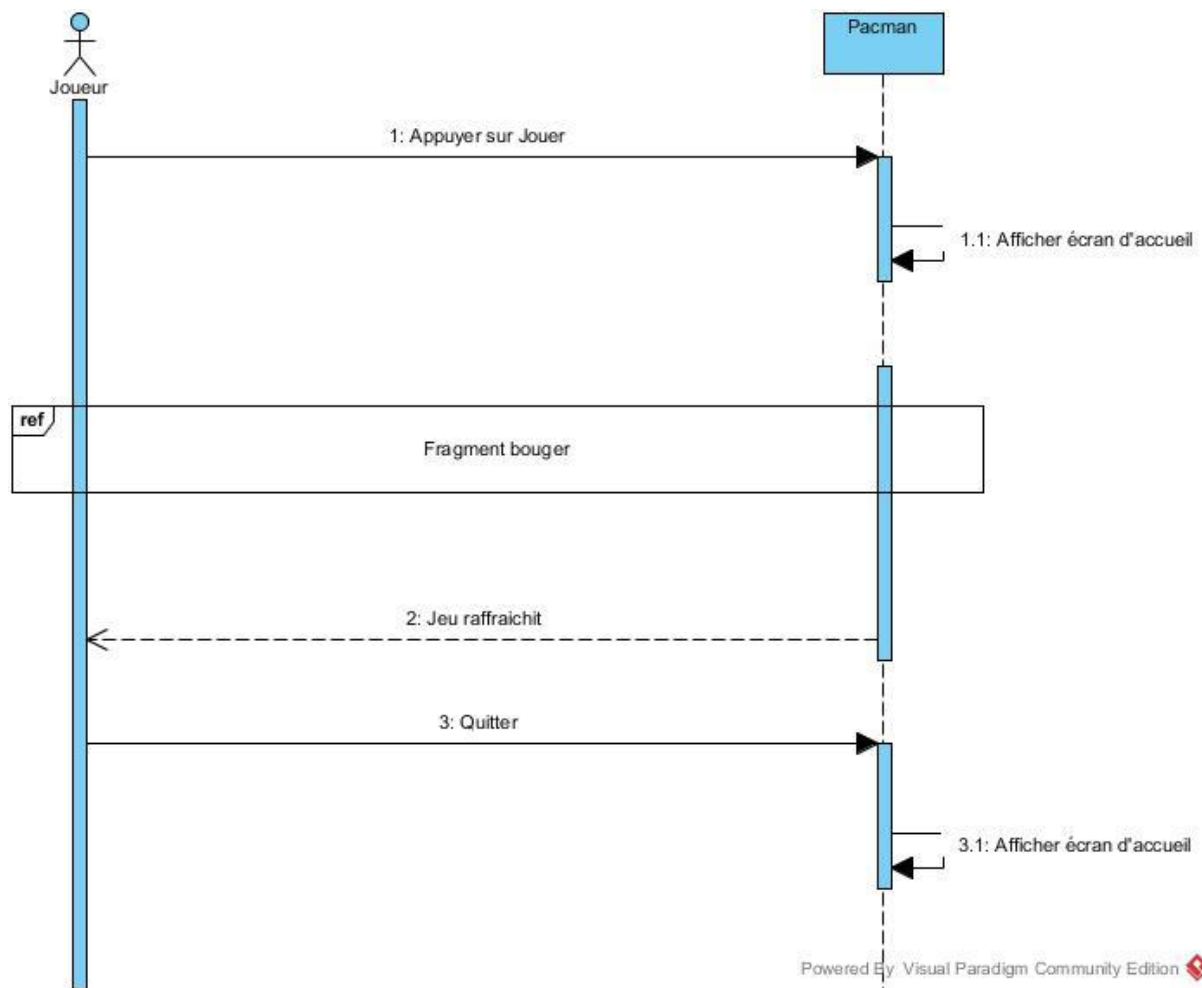
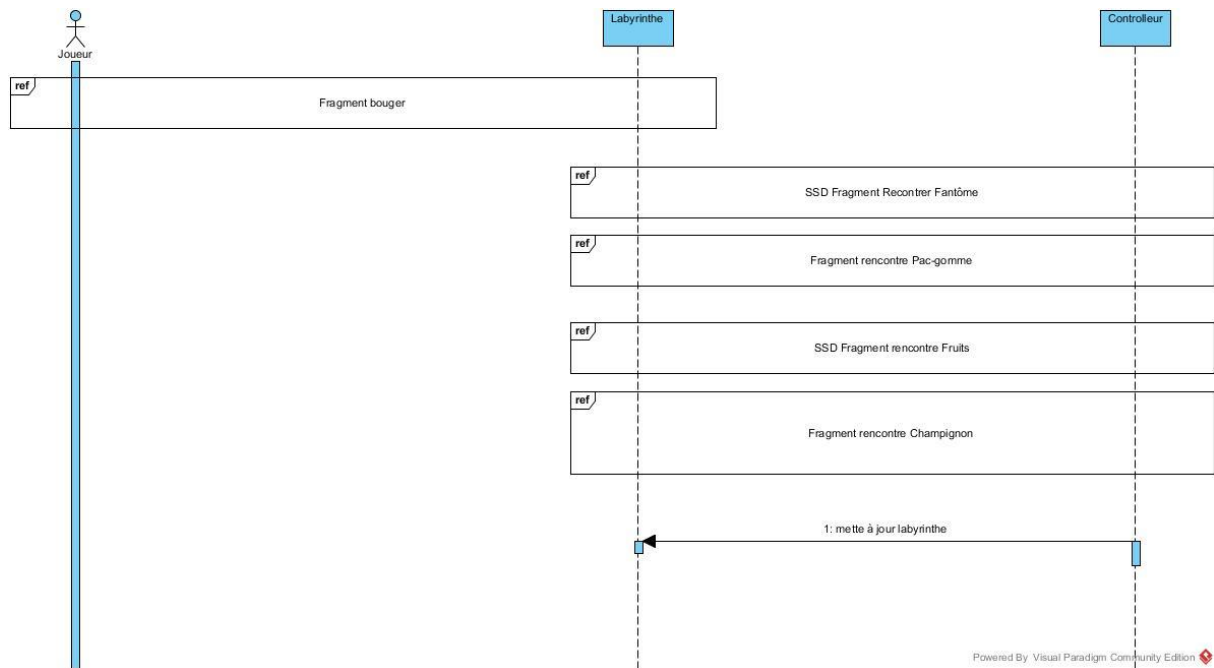
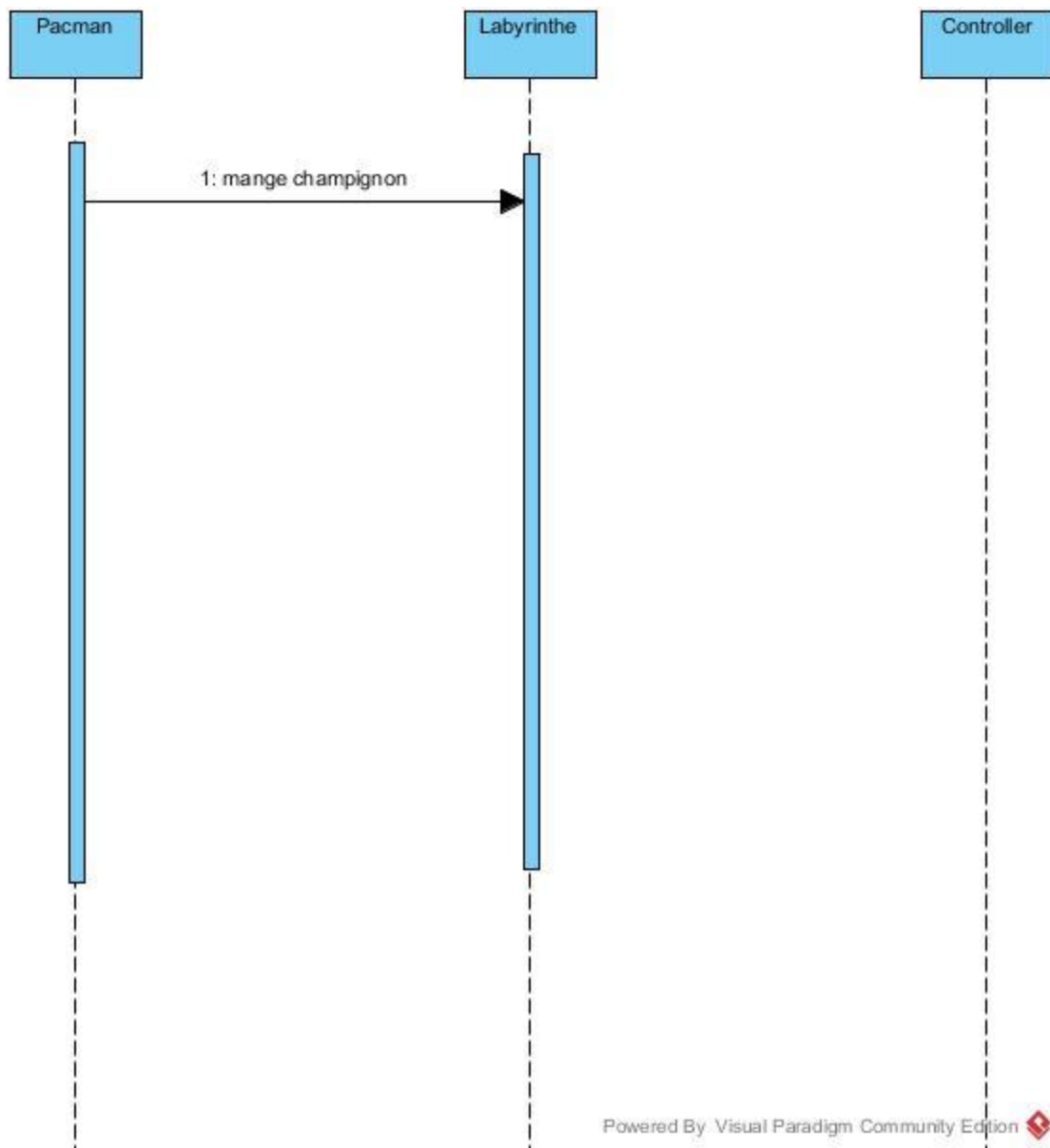


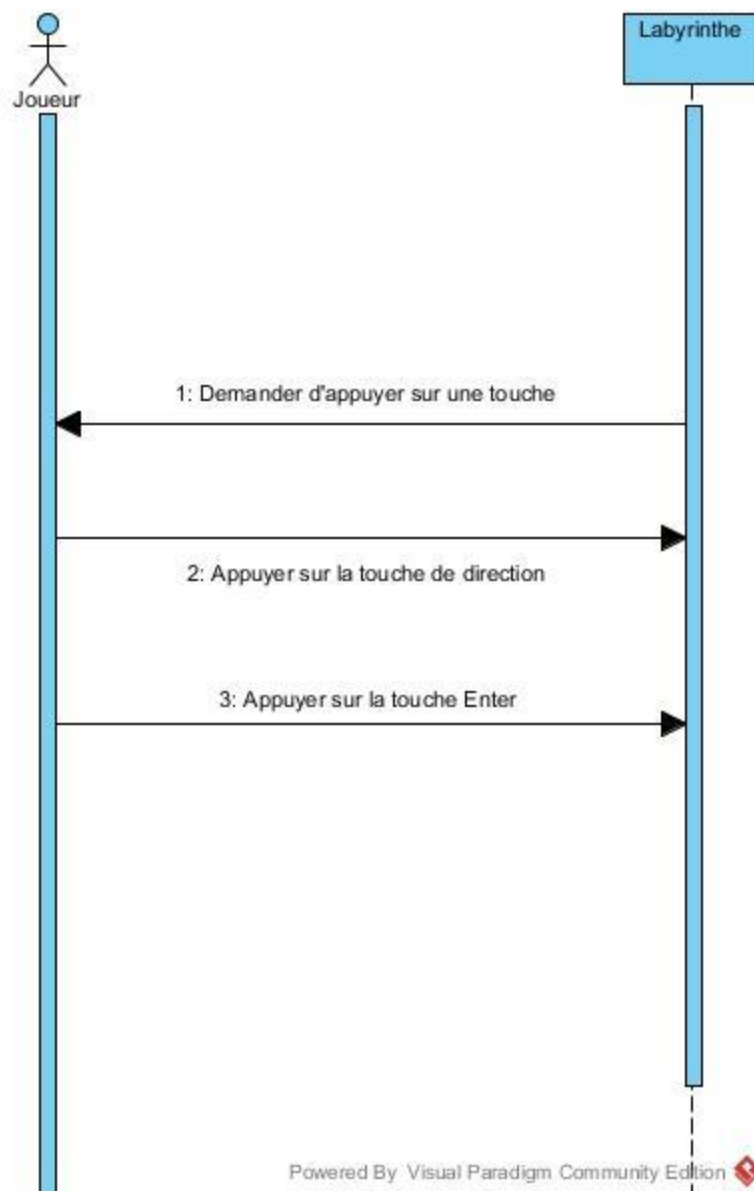
Diagramme SSD Jouer



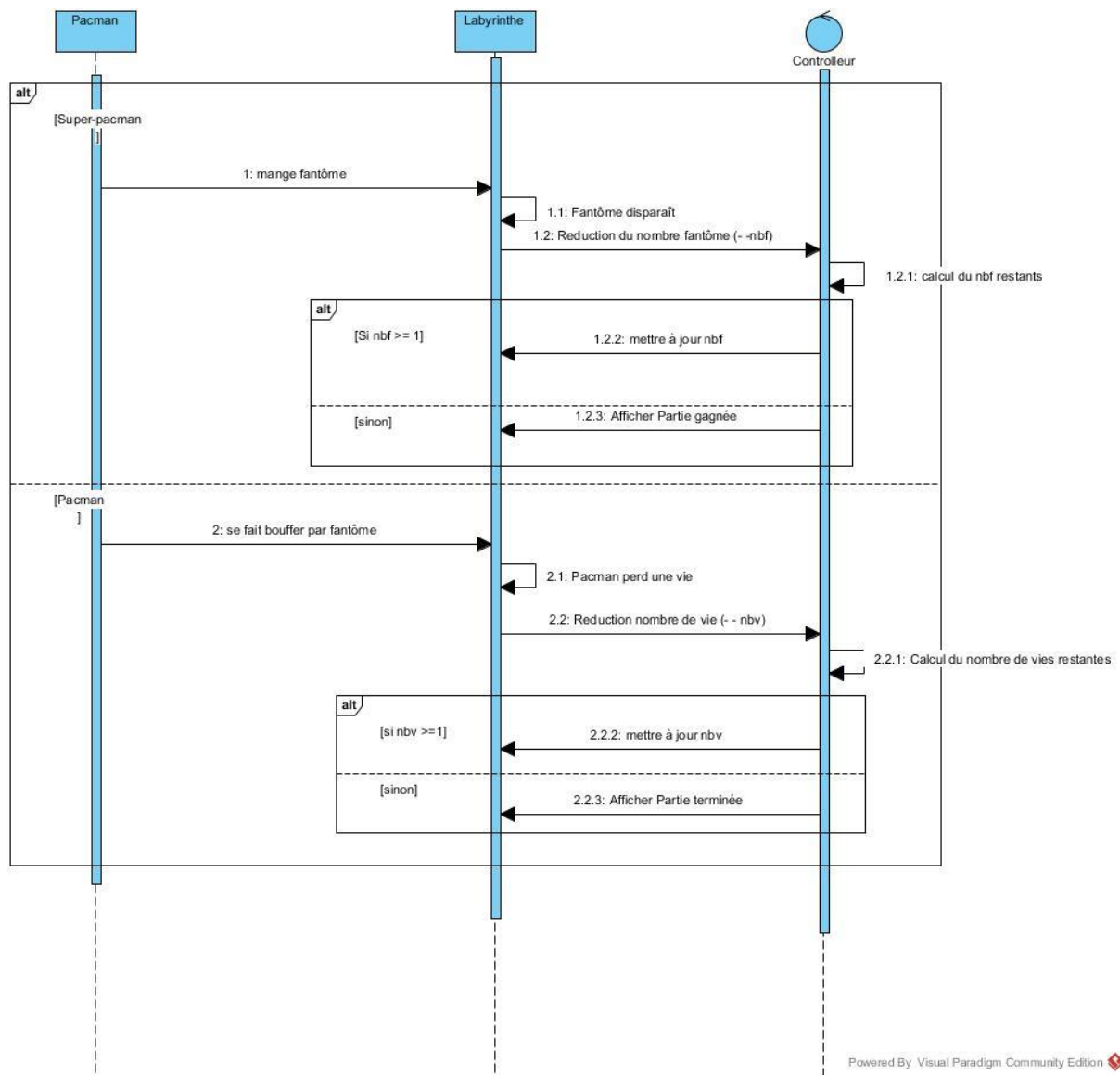
Fragment rencontrer gomme



Fragment Touche direction



SSD Fragment Rencontrer Fantôme



SSD Fragment rencontrer fruit

