

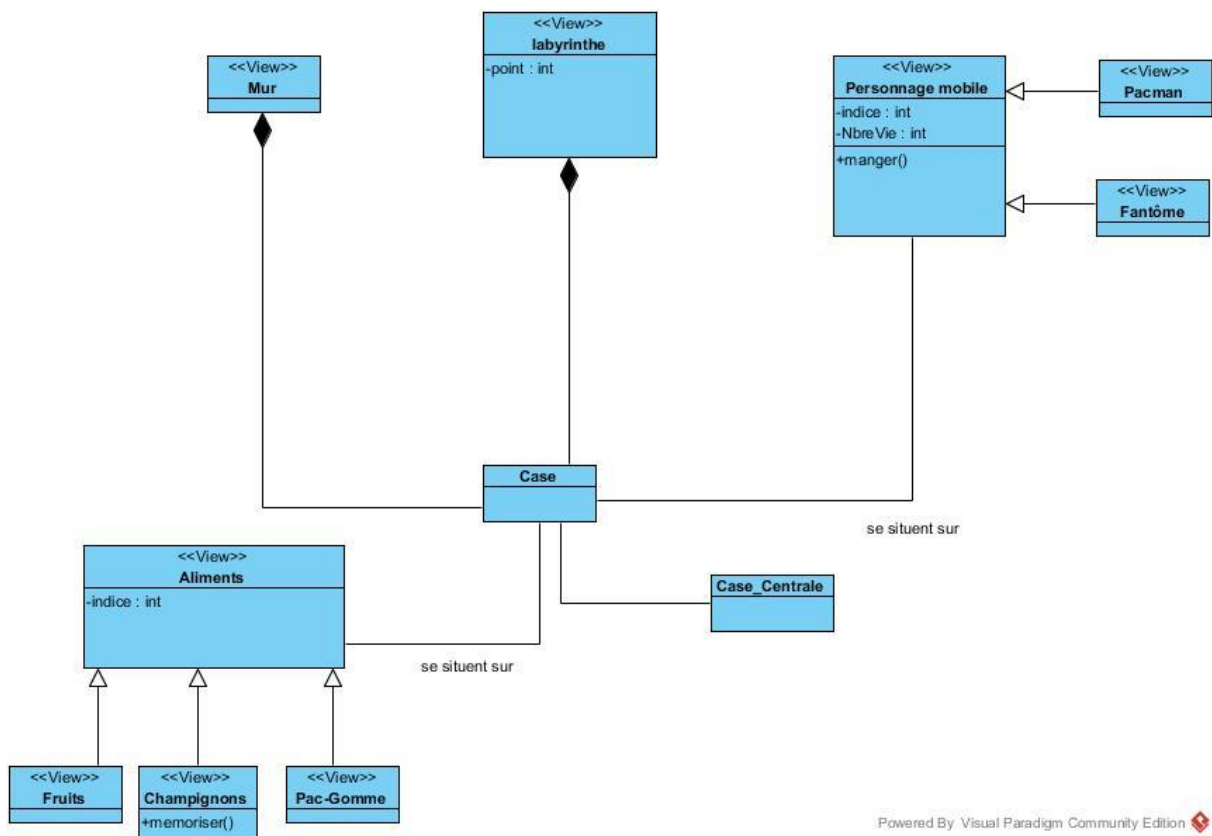
# Rapport d'analyse–Conception–Développement

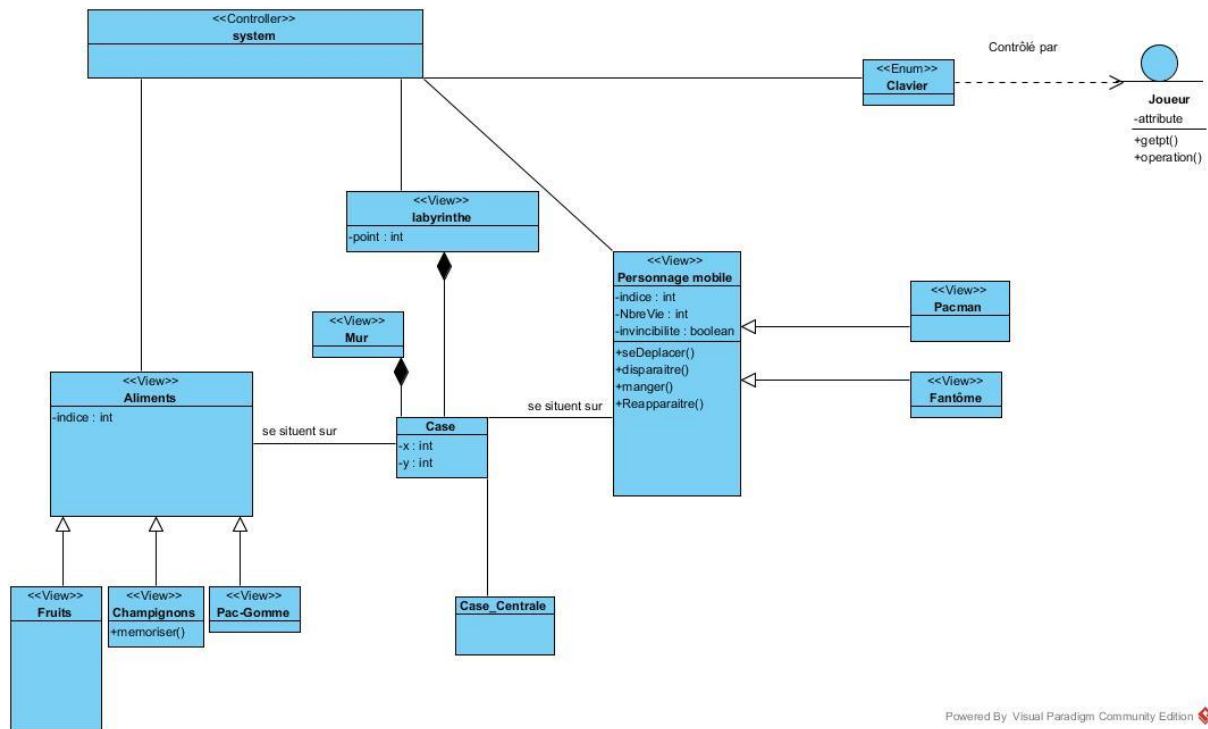
Diagramme d'analyse

Use Case Jouer

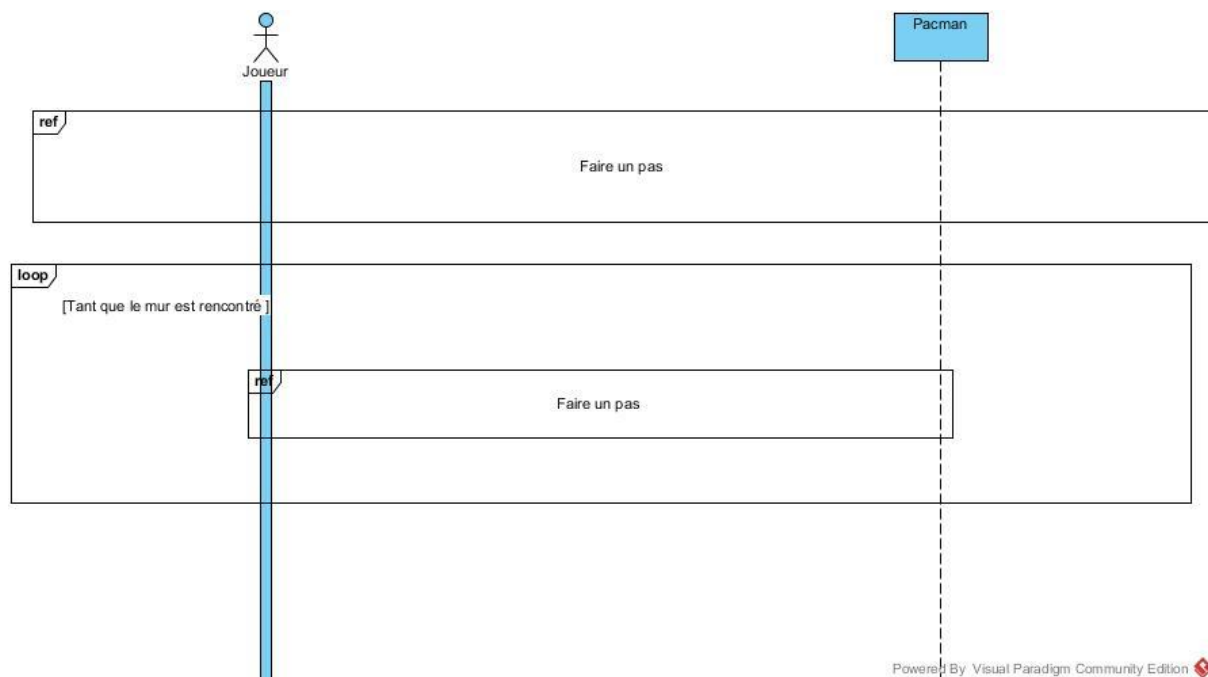


Classe de domaine

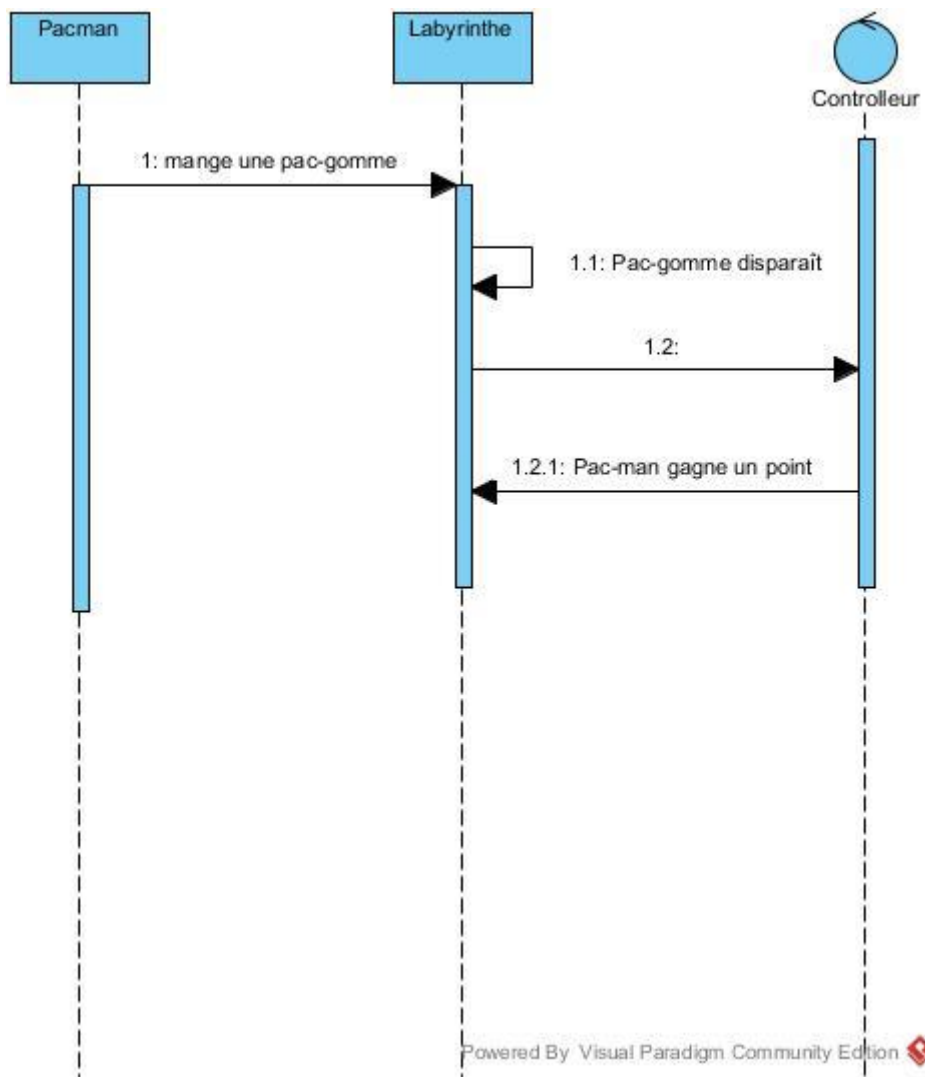




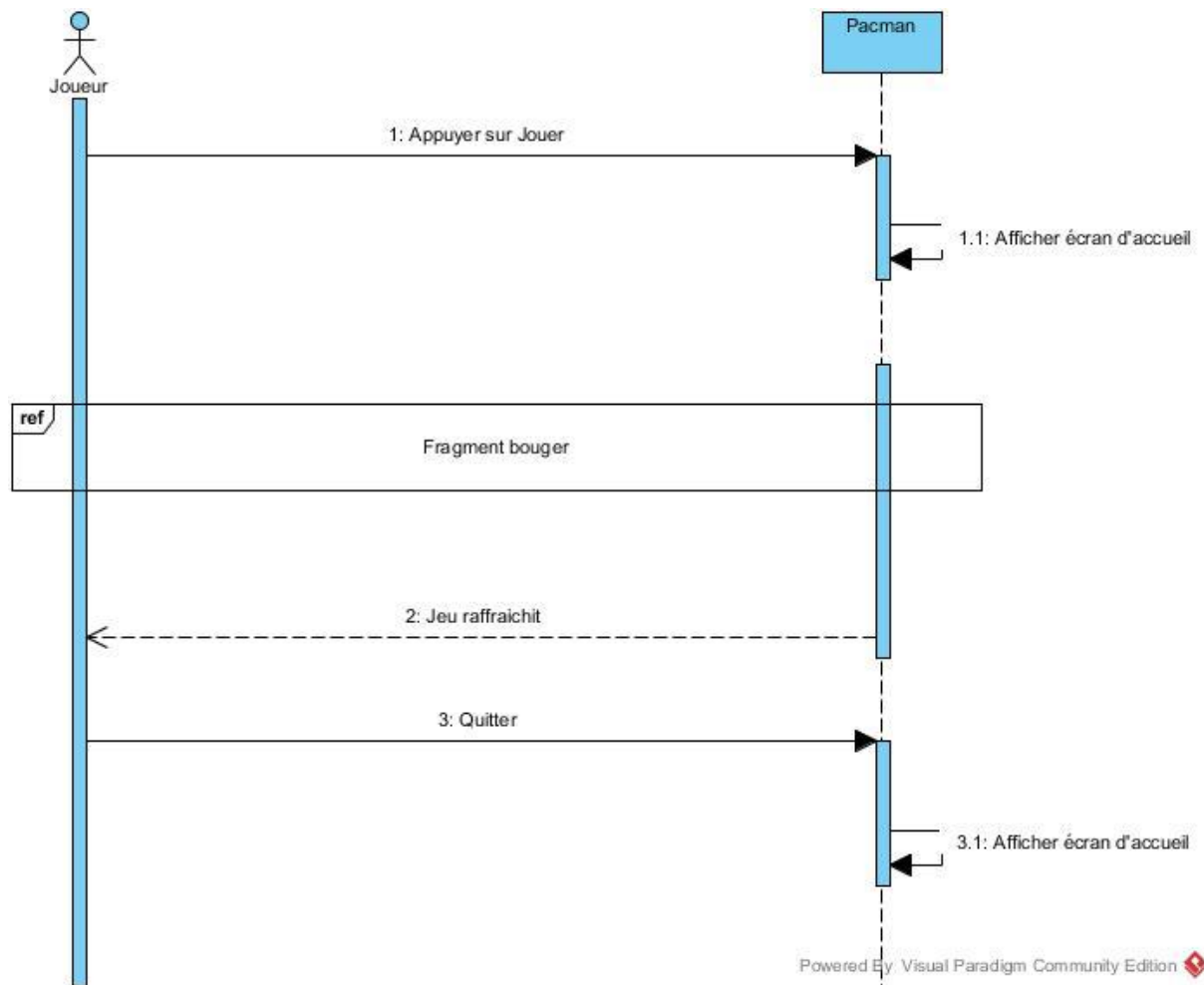
Fragment bouger



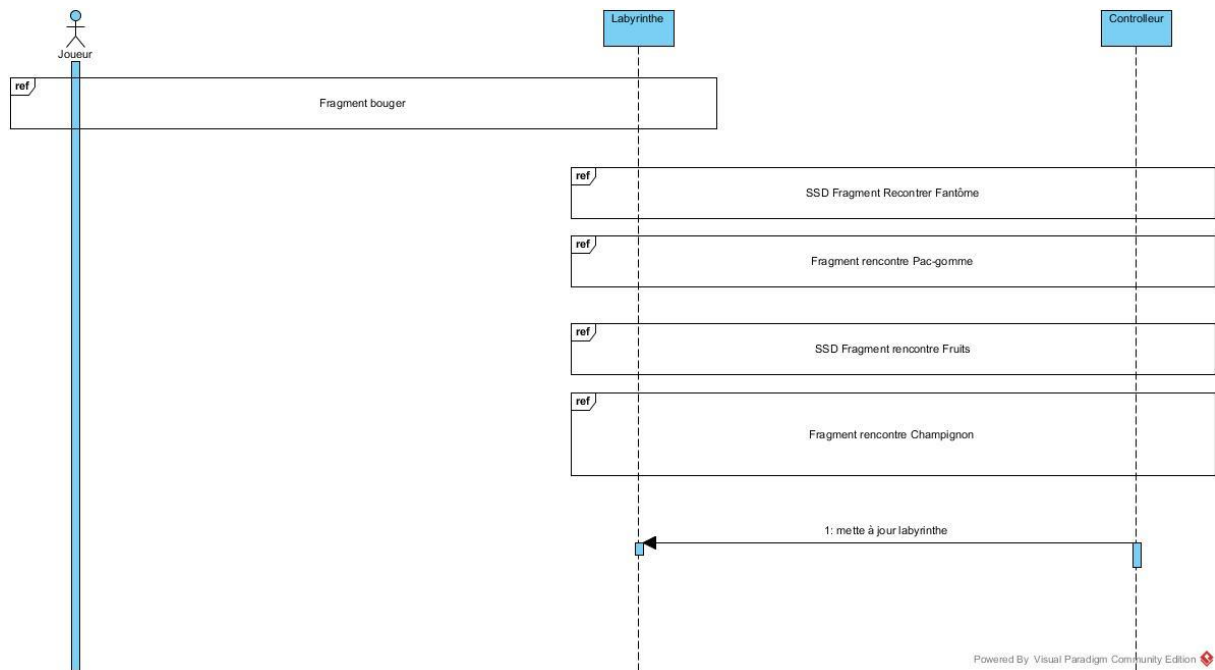
## Fragment rencontre Pac-Gomme



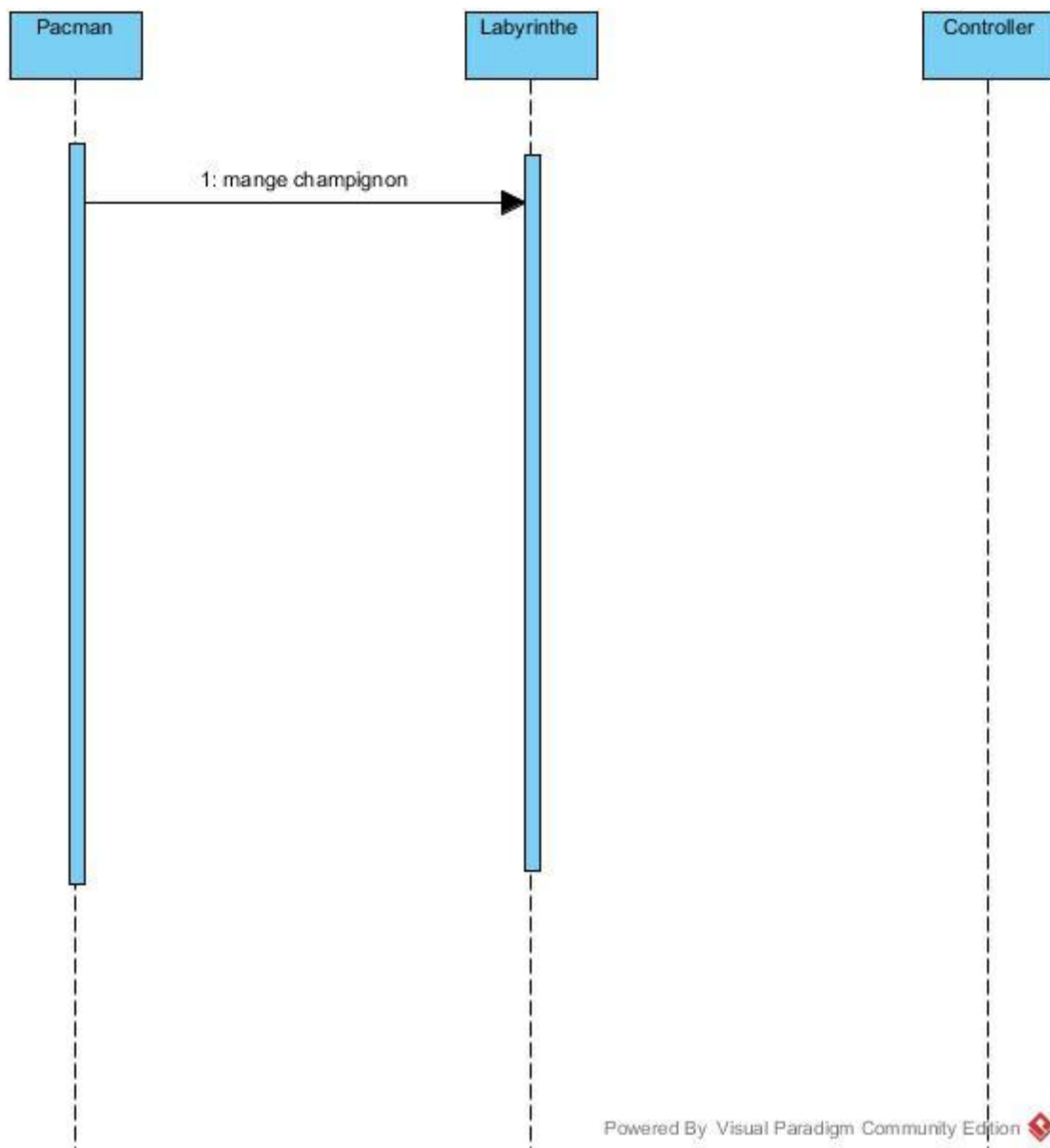
## Diagramme séquence Jouer



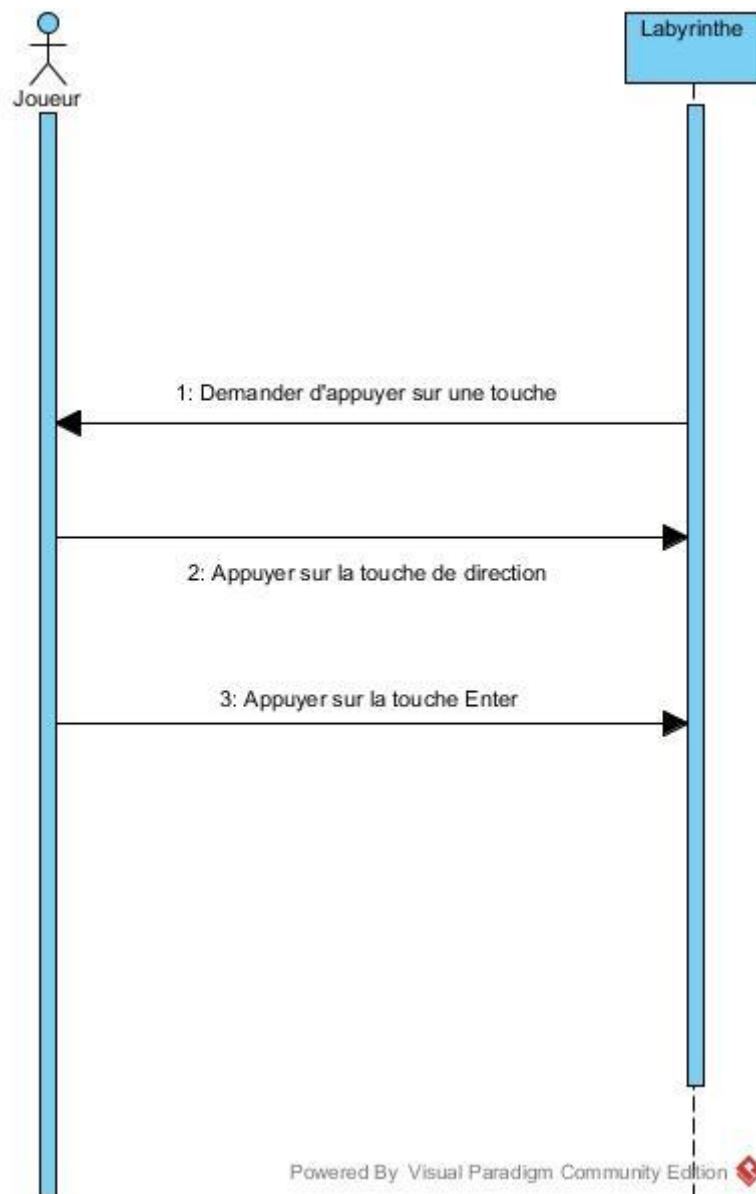
## Diagramme SSD Jouer



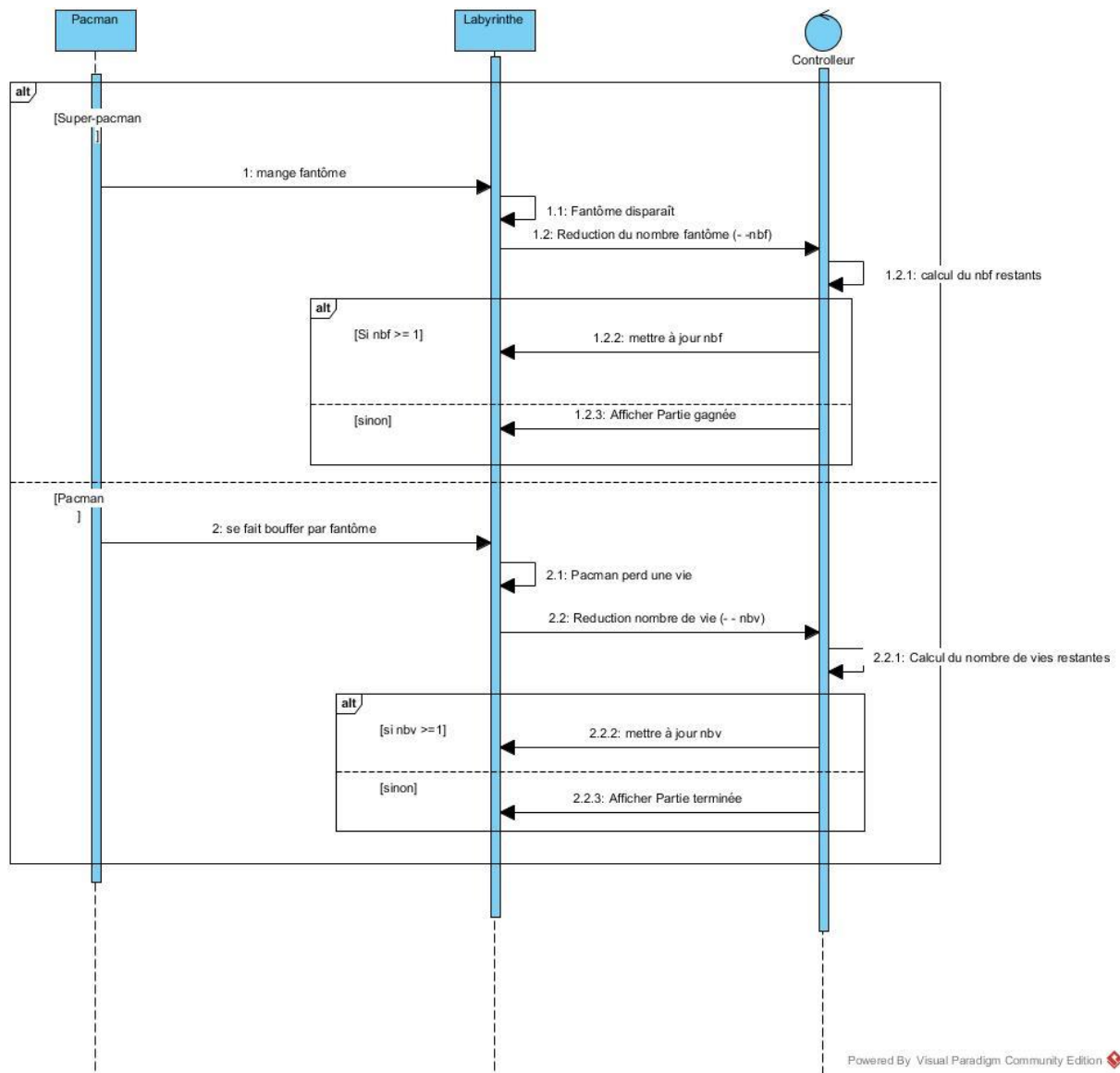
## Fragment rencontrer gomme



## Fragment Touche direction



## SSD Fragment Rencontrer Fantôme





## SSD Fragment rencontrer fruit

