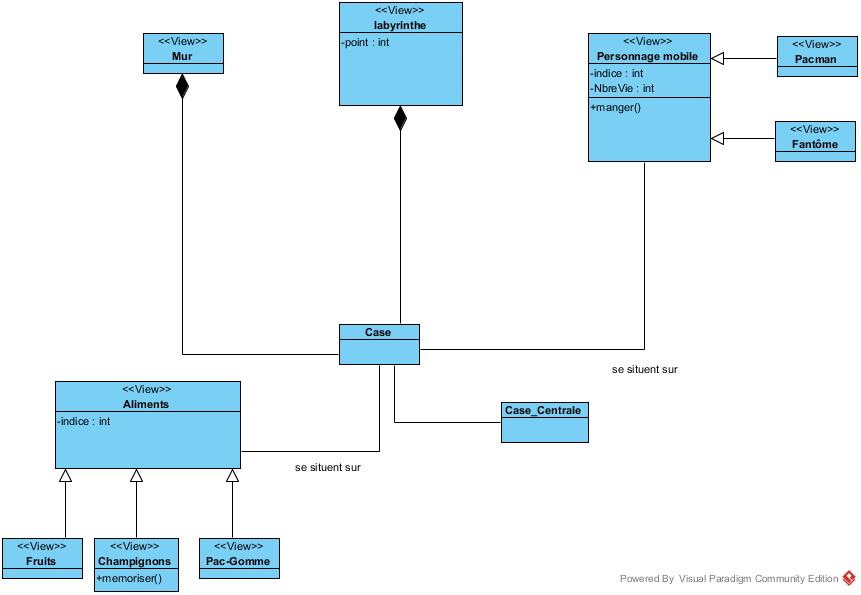
**Rapport d’analyse–Conception–Développement**

 Diagramme d’analyse

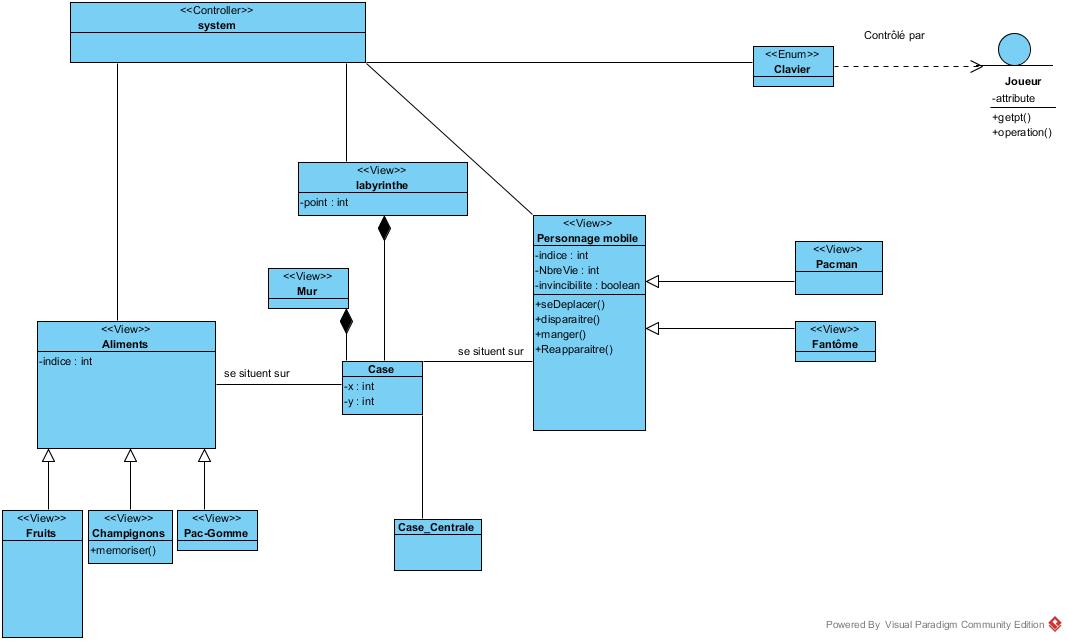
Use Case Jouer



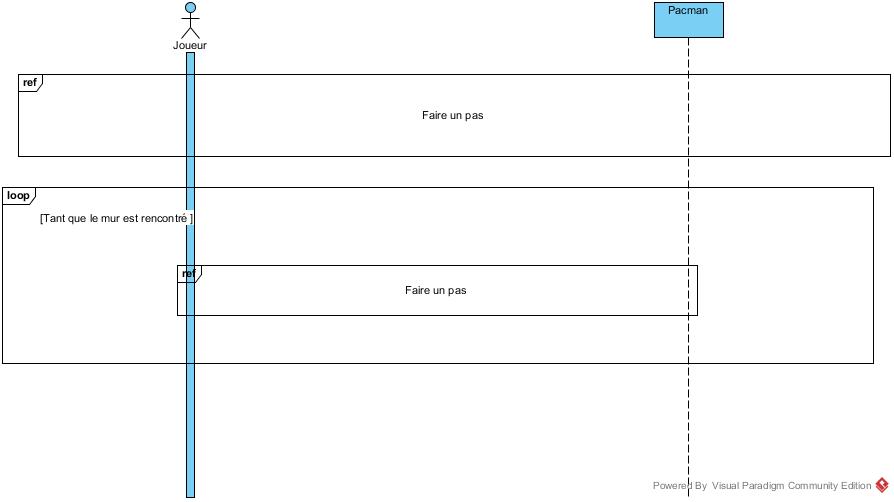
Classe de domaine



Classe logicielle



Fragment bouger



Fragment rencontre Pac-Gomme

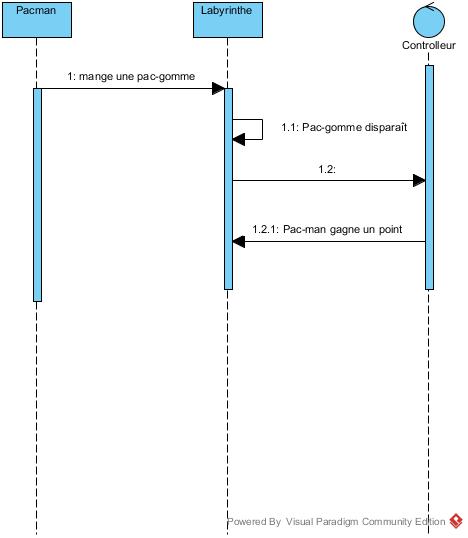


Diagramme séquence Jouer

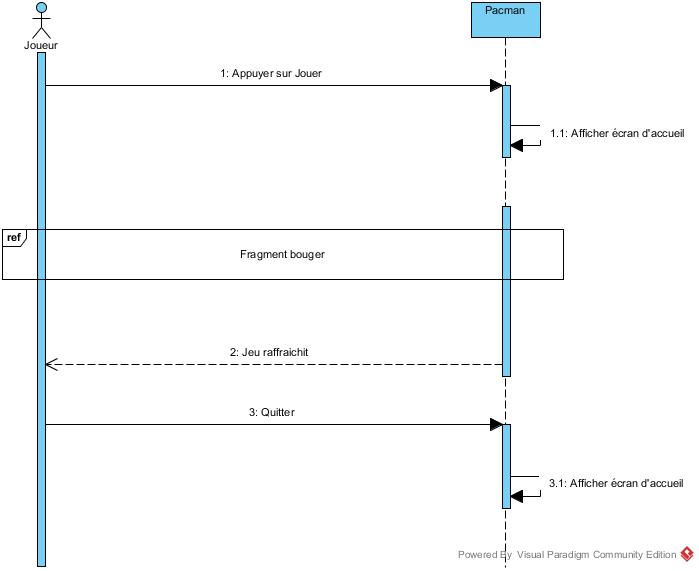
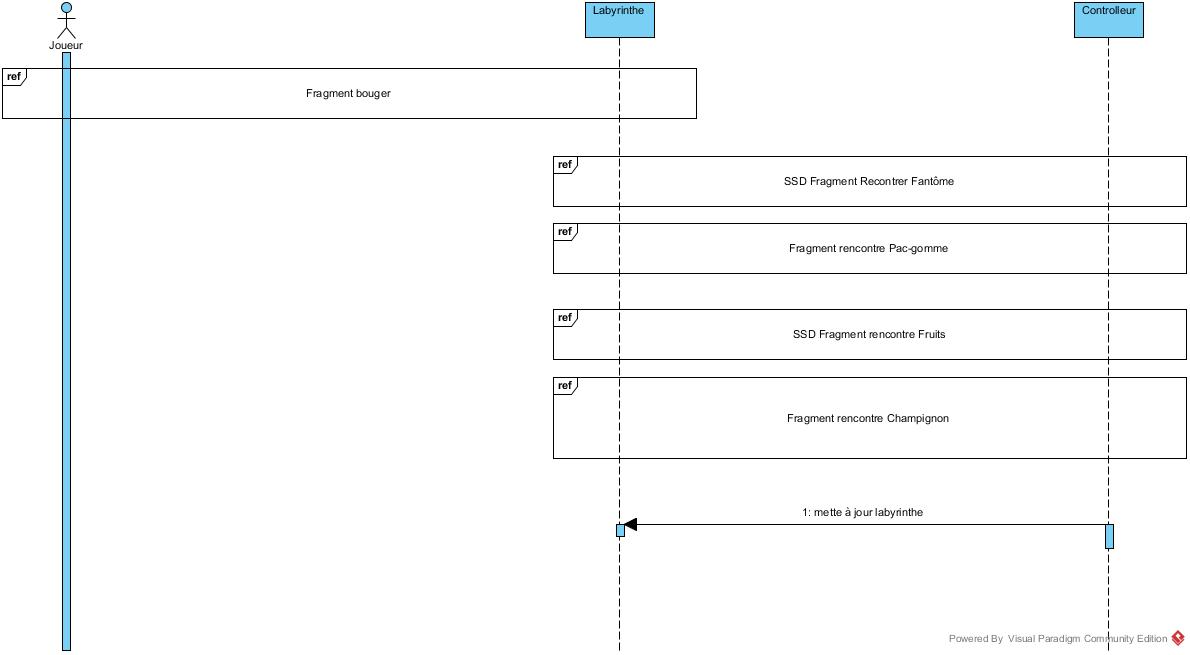
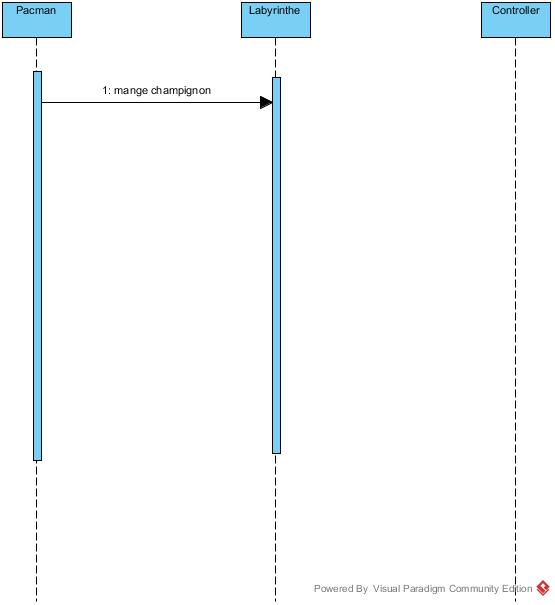


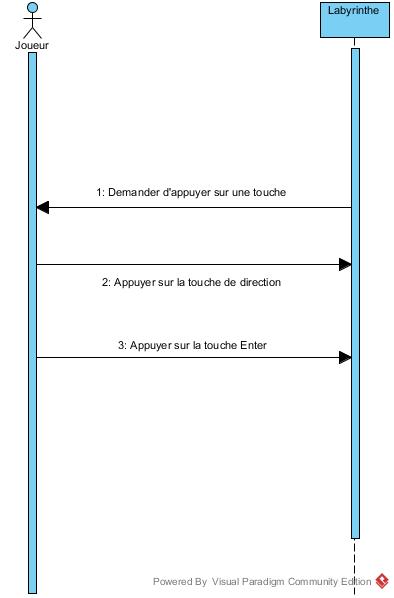
Diagramme SSD Jouer



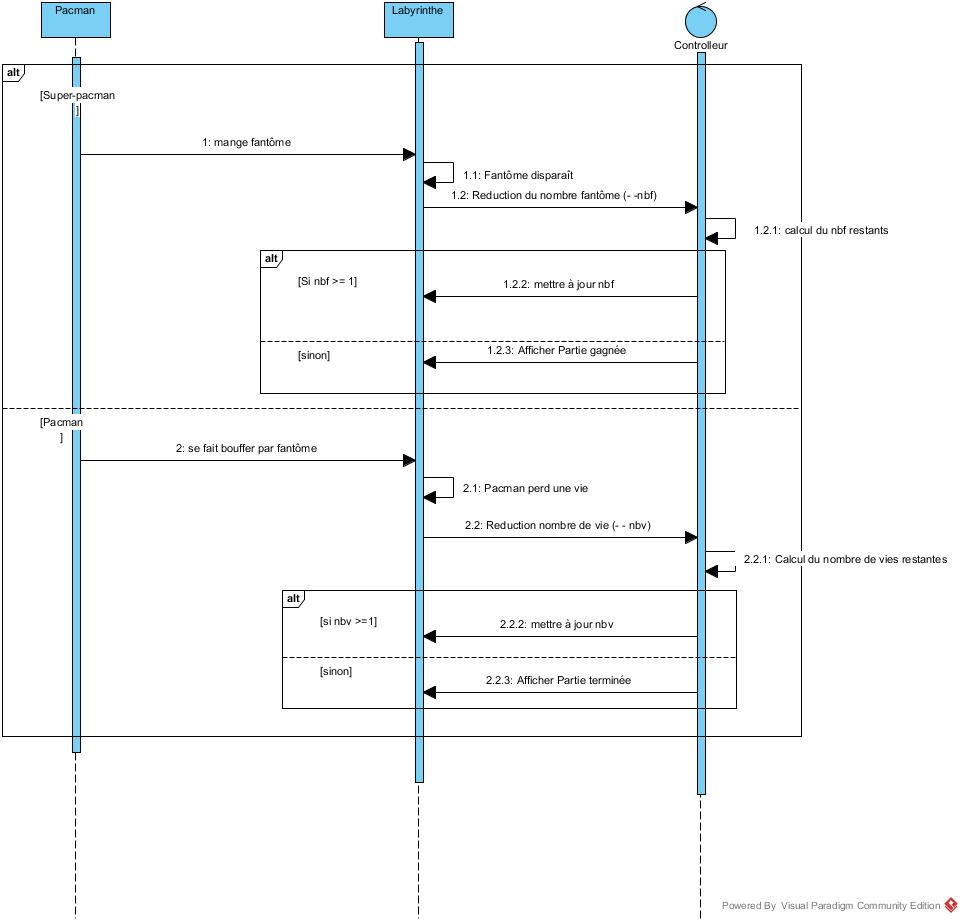
Fragment rencontrer gomme



Fragment Touche direction



SSD Fragment Rencontrer Fantôme



SSD Fragment rencontrer fruit

