Rules of the game :

* 1 Player
* The player can move in 4 directions, case by case.
* The gravity only affects the stone and the diamonds.
* The stone can be push at right or left if there is nothing behind.
* The player can die for the following reasons : a stone or a diamond which fall on the player, touch an enemy.
* The only way to kill an enemy is to make a stone fell on him.
* Some levels don’t have diamonds, the player have to generate them by killing enemies.
* When an enemy die, it creates an explosion which explode (the 8 cases near to the stone), and a random number of diamonds pop, if these diamonds kill another enemy, it can create a chain reaction.

(Facultatif : créer une carte interactive pour changer de niveau, mode deux joueurs.)

Cinq niveaux, lançable par paramétrage dans le code.

Niveaux stockés dans la BDD.