# TP Programmation orienté objet (UML) + RPG python

0. Ajouter les propriétés suivantes sur votre classe personnage parmi: RM, Défense, Critique, Agilité, …

1. Adapter les méthodes attaquer pour prendre en compte ses propriétés.

2. Ajouter lancer sort de soin, sort de défense, sort d'esquive, ...

3. Ajouter des "sorts" spécifique sur une classe, qui va modifier les propriétés du perso.

4. Faire interagir le joueur en demandant les actions à effectuer 1. Attaquer / 2. Magie / 3. Objet / 4. Autres

5. Faire en sorte de rendre aléatoire les actions que va effectuer votre ennemie.

6. Faire gagner des butins à la fin de chaque combat.

7. Tous les 1, 2, 3, 5, 8, 13, 21, 34 ennemies battus, le héros level up.

8. Si le héros meurt, il perd un niveau.

***Exercice 2 : /5 points***

Choisir un des jeux de la liste suivante et faire un diagramme de classe représentant une partie du code du jeu choisi :

* Si possible 5 classes différentes.
* En moyenne 5 attributs et 3 méthodes.
* Aucune classe ne doit être isolée, c’est-à-dire que toutes les classes doivent avoir au moins un lien d’héritage ou d’association avec une autre.

3/5 [**A Planet's Revenge**](https://github.com/Trilarion/opensourcegames/blob/master/entries/a_planets_revenge.md) (Python, GPL-3.0, beta, inactive since 2008)

4/5 [**AI Wars**](https://github.com/Trilarion/opensourcegames/blob/master/entries/ai_wars.md) (Python, MIT, beta, inactive since 2010)

4/5 [**Ardentryst**](https://github.com/Trilarion/opensourcegames/blob/master/entries/ardentryst.md) (Python, GPL-3.0, mature, inactive since 2009)

3/5 [**Beat Harvester**](https://github.com/Trilarion/opensourcegames/blob/master/entries/beat_harvester.md) (Python, GPL-2.0, beta, inactive since 2009)

[**Blasphemer**](https://github.com/Trilarion/opensourcegames/blob/master/entries/blasphemer.md) (None, Python, None, mature, inactive since 2017)

<https://gitlab.com/drummyfish/Bombman/-/blob/master/bombman.py>

[**Bombman**](https://github.com/Trilarion/opensourcegames/blob/master/entries/bombman.md) (Python, CC0, mature)

3/5 (karaoké) [**Canta**](https://github.com/Trilarion/opensourcegames/blob/master/entries/canta.md) (Python, GPL-3.0, beta, inactive since 2011)

3/5 [**Chess3D**](https://github.com/Trilarion/opensourcegames/blob/master/entries/chess3d.md) (JavaScript, Python, GPL-3.0, mature, inactive since 2016)

2/5 [**DUGA**](https://github.com/Trilarion/opensourcegames/blob/master/entries/duga.md) (Python, MPL-2.0, beta, inactive since 2018)

3/5 [Freeciv-web](https://trilarion.github.io/opensourcegames/games/F.html#freeciv-web)

2/5 [Scorched Moon](https://trilarion.github.io/opensourcegames/games/S.html#scorched_moon) (beta)

4/5 guitar Hero [**Frets on Fire X**](https://github.com/Trilarion/opensourcegames/blob/master/entries/frets_on_fire_x.md) (Python, GPL-2.0, mature)

4/5 [**Freedoom**](https://github.com/Trilarion/opensourcegames/blob/master/entries/freedoom.md) (None, Python, None, beta)

3/5 plateau [**glParchis**](https://github.com/Trilarion/opensourcegames/blob/master/entries/glparchis.md) (Python, GPL-3.0, mature)

3/5 [**Hexoshi**](https://github.com/Trilarion/opensourcegames/blob/master/entries/hexoshi.md) (Python, GPL-3.0, beta, inactive since 2016)

[**Hypatia**](https://github.com/Trilarion/opensourcegames/blob/master/entries/hypatia.md) (Python, MIT, beta, inactive since 2016)

[**Isometric-Minesweeper**](https://github.com/Trilarion/opensourcegames/blob/master/entries/isometric-minesweeper.md) (Python, MIT, beta)

[**Kobold's Quest 2**](https://github.com/Trilarion/opensourcegames/blob/master/entries/kobolds_quest_2.md) (Python, LGPL-3.0, beta, inactive since 2011)

[**LibreQuake**](https://github.com/Trilarion/opensourcegames/blob/master/entries/librequake.md) (Python, 3-clause BSD, beta)

4/5 [**nXtank**](https://github.com/Trilarion/opensourcegames/blob/master/entries/nxtank.md) (Python, C++, GPL-3.0, beta, inactive since 2010)

3/5 [**Pacewar**](https://github.com/Trilarion/opensourcegames/blob/master/entries/pacewar.md) (Python, GPL-3.0, mature, inactive since 2017)

4/5 Fallout 2 : [**PARPG**](https://github.com/Trilarion/opensourcegames/blob/master/entries/parpg.md) (Python, GPL-3.0, beta, inactive since 2012)

4/5 nice code [**Pygame---Alien-Invasion**](https://github.com/Trilarion/opensourcegames/blob/master/entries/pygame-alien-invasion.md) (Python, GPL-3.0, beta, inactive since 2018)

3/5 solitaire [**PySol**](https://github.com/Trilarion/opensourcegames/blob/master/entries/pysol.md) (Python, GPL-2.0, mature, inactive since 2004)

3/5 [**ransack**](https://github.com/Trilarion/opensourcegames/blob/master/entries/ransack.md) (Python, MIT, mature, inactive since 2016)

5/5 [**ReTux**](https://github.com/Trilarion/opensourcegames/blob/master/entries/retux.md) (Python, GPL-3.0, mature, inactive since 2018)

5/5 [**RogueBox Adventures**](https://github.com/Trilarion/opensourcegames/blob/master/entries/roguebox_adventures.md) (Python, GPL-3.0, mature)

5/5 [**Sintel The Game**](https://github.com/Trilarion/opensourcegames/blob/master/entries/sintel_the_game.md) (Python, MIT, beta, inactive since 2014)

3/5 [**Slune**](https://github.com/Trilarion/opensourcegames/blob/master/entries/slune.md) (Python, GPL-2.0, mature, inactive since 2007)

3/5 Super smash bros like (not finished) [**TUSSLE**](https://github.com/Trilarion/opensourcegames/blob/master/entries/tussle.md) (Python, GPL-3.0, mature, inactive since 2017)

4/5 Pokemon like [**Tuxemon**](https://github.com/Trilarion/opensourcegames/blob/master/entries/tuxemon.md) (Python, GPL-3.0, beta)

5/5 [Unknown Horizons](https://github.com/unknown-horizons/) - 2D isometric RTS economic strategy game written in C++ & Python, built on the Flexible Isometric Free Engine.

5/5 [**Wario-Land-3**](https://github.com/Trilarion/opensourcegames/blob/master/entries/wario-land-3.md) (Python, MIT, beta, inactive since 2018)

4/5 plateforme [**Which Way Is Up?**](https://github.com/Trilarion/opensourcegames/blob/master/entries/which_way_is_up.md) (Python, GPL-2.0, beta, inactive since 2008)

4/5 racing [**Yorg**](https://github.com/Trilarion/opensourcegames/blob/master/entries/yorg.md) (Python, GPL-3.0, beta)