

Memoris

Avi Amazalac
Grégory Caderby

2019-2020



Sommaire

Introduction

Description générale de l'application

Menu d'accueil

Jeu

Crédits

Scores

Reset

Introduction

Memoris



Catégorie : Réflexion , Mémoire , Ludique

Description Générale de l'application

- Menu d'accueil

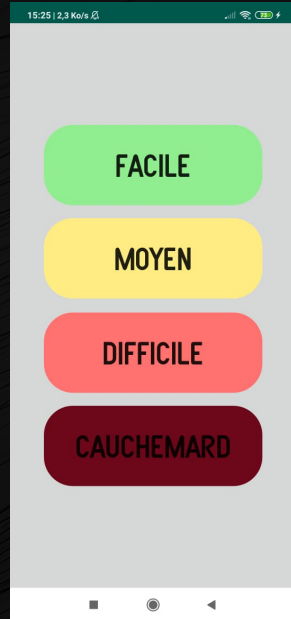
- ▶ Bind Music Services
- ▶ `public void goto_difficulty_page(View view)`
- ▶ `public void goto_credits(View view)`
- ▶ `public void goto_leaderboard(View view)`
- ▶ `public void erase_data(View view)`
- ▶ `public void onBackPressed()`



Description Générale de l'application

- Choix de la difficulté

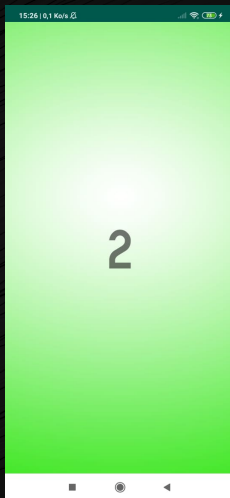
- ▶ `public void goto_timer_page(View view)`
- ▶ `public void onBackPressed() (MainActivity)`



Description Générale de l'application



`public void onClick(View v)`

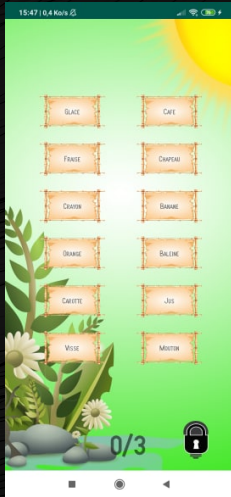


`public void onFinish() : jeu.class`

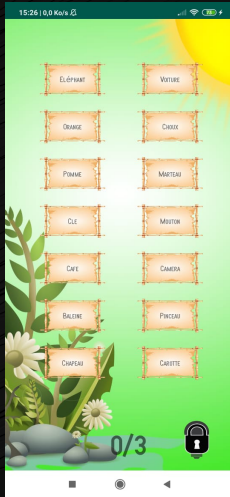


`public void onFinish() : switch
user_interface`

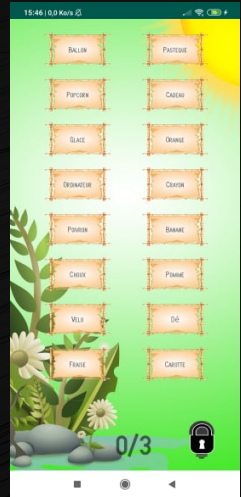
Description Générale de l'application



`void push_button(View v)`

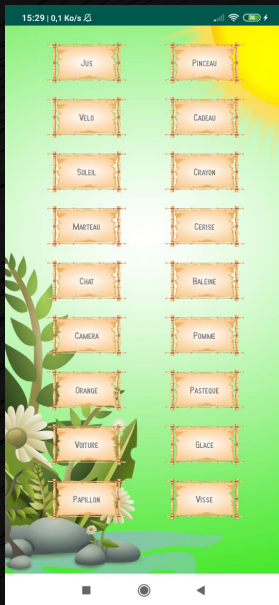


`boolean verification(View v)`

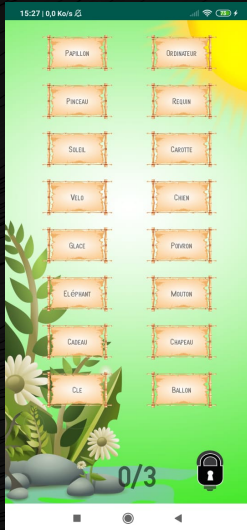


`int indice_mauvaise_rép(View v)`

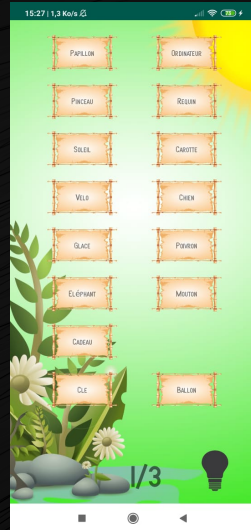
Description Générale de l'application



Description Générale de l'application



option verrouillé de l'indice



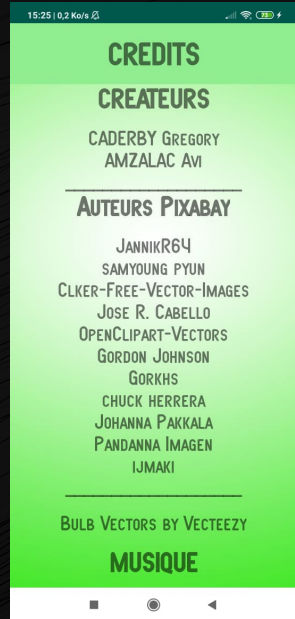
public void indice_toast(View view)

Description Générale de l'application



Description Générale de l'application

- Crédits
 - ▶ Créateurs
 - ▶ Auteurs
 - ▶ Musique



Description Générale de l'application

- Scores
 - ▶ Base de Données

ESSAI	DIFFICULTÉ	RÉPONSES
1	FACILE	0
2	FACILE	1

Description Générale de l'application

- Reset
 - ▶ `public void erase_data(View view)`



The End