Classe Combat

- -window: SDL_Window *
- -renderer: SDL_Renderer *
- -font: TTF_Font *
- -J: Personnage
- -T: Personnage
- -event: Evenement
- -eventDispo: bool
- -posJ: SDL_Point
- -posT: SDL_Point
- -im_loading: Image
- -im_classe: Image
- -im_classe2: Image
- -im_hitbox: Image
- -im_Google: Image
- -im_Mama0: Image
- -im_Mama1: Image
- -im_Mama2: Image
- -im_Mama3: Image
- -im_InfuV: Image
- -im_InfuP : Image
- -im_RomainEntre: Image
- -im_RomainVerse: Image
- -im_FelixEntre0: Image
- -im_FelixEntre1: Image
- -im_FelixAction: Image
- -im_Rayon: Image
- -im_Dejou: Image
- -im_Attal: Image
- -im_VieJu100: Image
- -im_VieJu90: Image
- -im_VieJu80: Image
- -im_VieJu70: Image
- -im_VieJu60: Image
- -im_VieJu50: Image
- -im_VieJu40: Image
- -im_VieJu30: Image
- -im_VieJu20: Image
- -im_VieJu10: Image
- -im_VieJu00: Image
- -im_VieTancou100: Image
- -im_VieTancou90: Image
- -im_VieTancou80: Image
- -im_VieTancou70: Image
- -im_VieTancou60: Image
- -im_VieTancou50: Image
- -im_VieTancou40: Image
- -im_VieTancou30: Image
- -im_VieTancou20: Image
- -im_VieTancou10: Image
- -im_VieTancou00: Image
- -im_justineG: Image
- -im_justineD: Image
- -im_justineDeb1G: Image
- -im_justineDeb1D: Image
- -im_justineDeb2G: Image
- -im_justineDeb2D: Image
- -im_justineSautG: Image
- -im_justineSautD: Image
- -im_justineAccroupiG: Image
- -im_justineAccroupiD: Image
- -im_justineAcc1G: Image
- -im_justineAcc1D: Image
- -im_justineAcc2G: Image
- -im_justineAcc2D: Image
- -im_tancredeG: Image
- -im_tancredeD: Image
- -im_tancredeDeb1G: Image
- -im_tancredeDeb1D: Image
- -im_tancredeDeb2G: Image
- -im_tancredeDeb2D: Image
- -im_tancredeSautG: Image
- -im_tancredeSautD: Image
- -im_tancredeAccroupiG: Image
- -im_tancredeAccroupiD: Image
- -im_tancredeAcc1G: Image
- -im_tancredeAcc1D: Image
- -im_tancredeAcc2G: Image
- -im_tancredeAcc2D: Image
- +Combat()
- +Combat(J:Personnage,T:Personnage,e:bool,
  posJu:SDL_Point,posTancou:SDL_Point)
- +~Combat()
- +getJ(): Personnage
- +getT(): Personnage
- +getevent(): Evenement
- +geteventDispo(): bool
- +getPosJ(): SDL_Point
- +getPosT(): SDL_Point
- +setJ(Ju:Personnage)
- +setT(Tancou:Personnage)
- +setevent(e:Evenement)
- +seteventDispo(e:bool)
- +setPosJ(ptJ:SDL_Point)
- +setPosT(ptT:SDL_Point)
- +InitSDL()
- +ChargementImages()
- +AffAdjuvants()
- +AffCombat()
- +AffBarresDeVie()
- +AffJustine()
- +AffTancrede()
- +BoucleCombat()
- +Adjuvants(tMama:int &,tAttal:int &,tDejou:int &,
  tFelix:int &,tRomain:int &,RomainX:int &,
  RomainY:int &,objDejaPris:bool &)
- +RecupererEffets(objDejaPris:bool &)
- +ReinitHitBox()
- +touche(a:const SDL_Rect *,b:const SDL_Rect *)

Classe Action

- -Temps Apparition: int
- -Durée: int
- -Hit : SDL_Rect
- +Action()
- +Action(tps:int=0,dur:int=0,r:SDL_Rect =(0, 0, 0, 0))
- +gettemps_app(): int
- +getduree(): int
- +getHit(): SDL_Rect
- +settemps(tps:int): void
- +setduree(dur:int): void
- +setHit(r:SDL_Rect): void
- +~Action()

Classe Etat

- -accroupi: bool
- -couche: bool
- -saut: bool
- -attaque: int
- +Etat()
- +Etat(accroup:bool,couch:bool,sau:bool)
- +~Etat()
- +getAccroupi(): bool
- +getCouche(): bool
- +getSaut(): bool
- +getAttaque(): int
- +setAccroupi(a:bool): void
- +setCouche(c:bool): void
- +setSaut(s:bool): void
- +setAttaque(a:int): void
- +accroupir(): void
- +coucher(): void
- +sauter(): void
- +lever(): void
- +attaquer (i:int): void

Classe Effet

- -bouclier: bool
- -stat_modif: float
- -val_modif: float
- +Effet()
- +Effet(b:bool,stat:float,val:float)
- +~Effet()
- +getbouclier(): bool
- +getstat_modif(): float
- +getval_modif(): float
- +setbouclier(b:bool): void
- +setstat_modif(stat:float): void
- +setval_modif(val:float): void

Classe Evenement

- -idEvent: int
- -zoneAction: SDL_Rect
- -Saisissable : bool
- -duree: int
- -Effet: effet
- +Evenement()
- +Evenement (zoneAct:SDL_Rect,dure:int,saisiss:bool, eff:Effet)
- +~Evenement()
- +getSaisissable(): bool
- +getDuree(): int
- +getZoneAction(): SDL_Rect
- +getEffet(): Effet
- +getIdEvent(): int
- +setZoneAction(za:SDL_Rect): void
- +setSaisissable(s:bool): void
- +setDuree(d:int): void
- +setEffet(ef:Effet): void
- +setIdEvent(i:int): void
- +NouvelEvent(): void

Classe Personnage

- -nomImage: const char*
- -stats: Statistique
- -etat: Etat
- -Deb1D: Action
- -Deb1G: Action
- -Deb2D: Action
- -Deb2G: Action
- -Acc1D: Action
- -Acc1G: Action
- -Acc2D: Action
- -Acc2G: Action
- -Orientation: bool
- -bouclier: bool
- -position : SDL_Point
- -HitBoxPerso: SDL_Rect
- -HitBoxAtt: SDL_Rect
- +Personnage()
- +Personnage(i:const char*,p:SDL_Point,o:bool, val_vie:int,val_att:int,val_depl:int)
- +~Personnage()
- +getnomImage(): const char* const
- +getEtat(): Etat const
- +getDeb1D(): Action
- +getDeb1G(): Action
- +getDeb2D(): Action
- +getDeb2G(): Action
- +getAcc1D(): Action
- +getAcc1G(): Action
- +getAcc2D(): Action
- +getAcc2G(): Action
- +getorientation(): bool const
- +getbouclier(): bool
- +getposition(): SDL_Point const
- +getHitBoxPerso(): SDL_Rect const
- +getHitBoxAtt(): SDL_Rect const
- +getstats(): Statistique
- +setnomImage(i:const char*): void
- +setetat(e:Etat): void
- +setDeb1D(a:Action): void
- +setDeb1G(a:Action): void
- +setDeb2D(a:Action): void
- +setDeb2G(a:Action): void
- +setAcc1D(a:Action): void
- +setAcc1G(a:Action): void
- +setAcc2D(a:Action): void
- +setAcc2G(a:Action): void
- +setorientation(o:bool): void
- +setbouclier(b:bool): void
- +setposition(p:SDL_Point): void
- +setHitBoxPerso(a:int,b:int,c:int,d:int): void
- +setHitBoxAtt(a:int,b:int,c:int,d:int)
- +setstats(s:Statistique): void
- +setvie(v:int): void
- +setvitesse_att(v:int): void
- +setvitesse_depl(v:int): void
- +vaGauche(): void
- +vaDroite(): void
- +saute(): unsigned int
- +accroupir(): void
- +descendre(): void
- +lever(): void
- +attaquer(i:int): unsigned int
- +FinAtt(): void

Classe Image

- -surface: SDL_Surface *
- -texture: SDL_Texture *
- -has_changed: bool
- +Image()
- +loadFromFile(filename:const char*,renderer:SDL_Renderer *): void
- +draw(renderer:SDL_Renderer*,x:int,y:int, w:int=-1,h:int=-1): void

Classe Statistique

- -Vie: int
- -Vitesse_att: float
- -Vitesse depl: float
- +Statistique()
- +Statistique(v:int,v_att:float,v_depl:float)
- +~Statistique()
- +getvie(): int
- +getvitesse_att(): float
- +getvitesse_depl(): float
- +setvie(v:int): void
- +setvitesse_att(v_att:float): void
- +setvitesse_depl(v_depl:float): void

Diagramme des modules du P8 Fighter

Plan

Déplacements des personnages

Adjuvants

Combat, Hit Zones

val_vie:int,val_att:int,val_depl:int)

Classe +~Personnage()
+getnomImage(): const char* const
+getEtat(): Etat const
+getDeb1D(): Action
+getDeb1G(): Action
+getDeb2D(): Action
+getDeb2G(): Action
+getAcc1D(): Action
+getAcc1G(): Action
+getAcc2D(): Action
+getAcc2G(): Action
+getorientation(): bool const
+getbouclier(): bool
+getposition(): SDL_Point const
+getHitBoxPerso(): SDL_Rect const
+getHitBoxAtt(): SDL_Rect const
+getstats(): Statistique
+setnomImage(i:const char*): void
+setetat(e:Etat): void
+setDeb1D(a:Action): void
+setDeb1G(a:Action): void
+setDeb2D(a:Action)
+setDeb2G(a:Action): void
+setAcc1D(a:Action): void
+setAcc1G(a:Action): void
+setAcc2D(a:Action): void
+setAcc2G(a:Action): void
+setorientation(o:bool): void
+setbouclier(b:bool): void
+setposition(p:SDL_Point): void
+setHitBoxPerso(a:int,b:int,c:int,d:int): void
+setHitBoxAtt(a:int,b:int,c:int,d:int)
+setstats(s:Statistique): void
+setvie(v:int): void
+setvitesse_att(v:int): void
+setvitesse_depl(v:int): void
+vaGauche(): void
+vaDroite(): void
+saute(): unsigned int
+accroupir(): void
+descendre(): void
+lever(): void
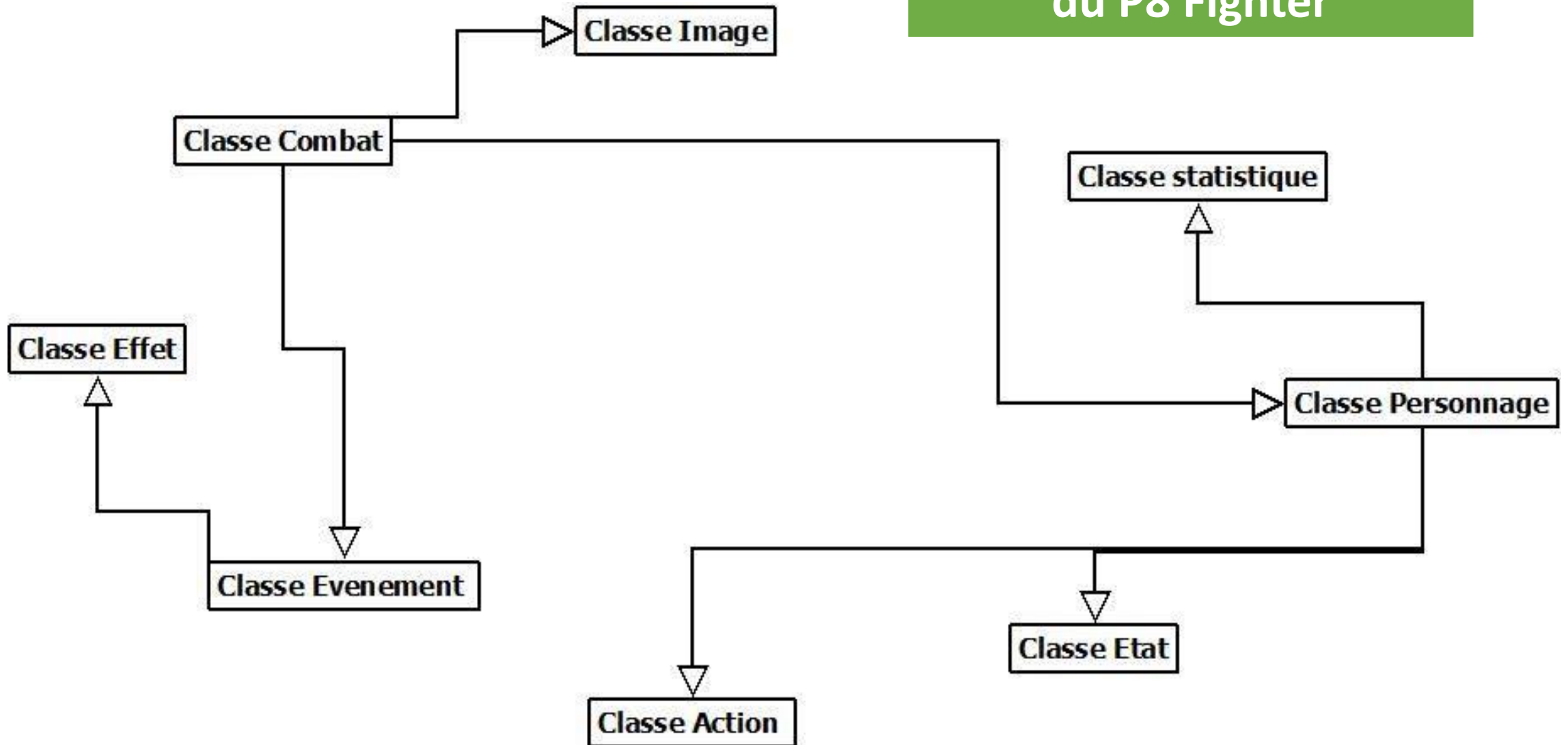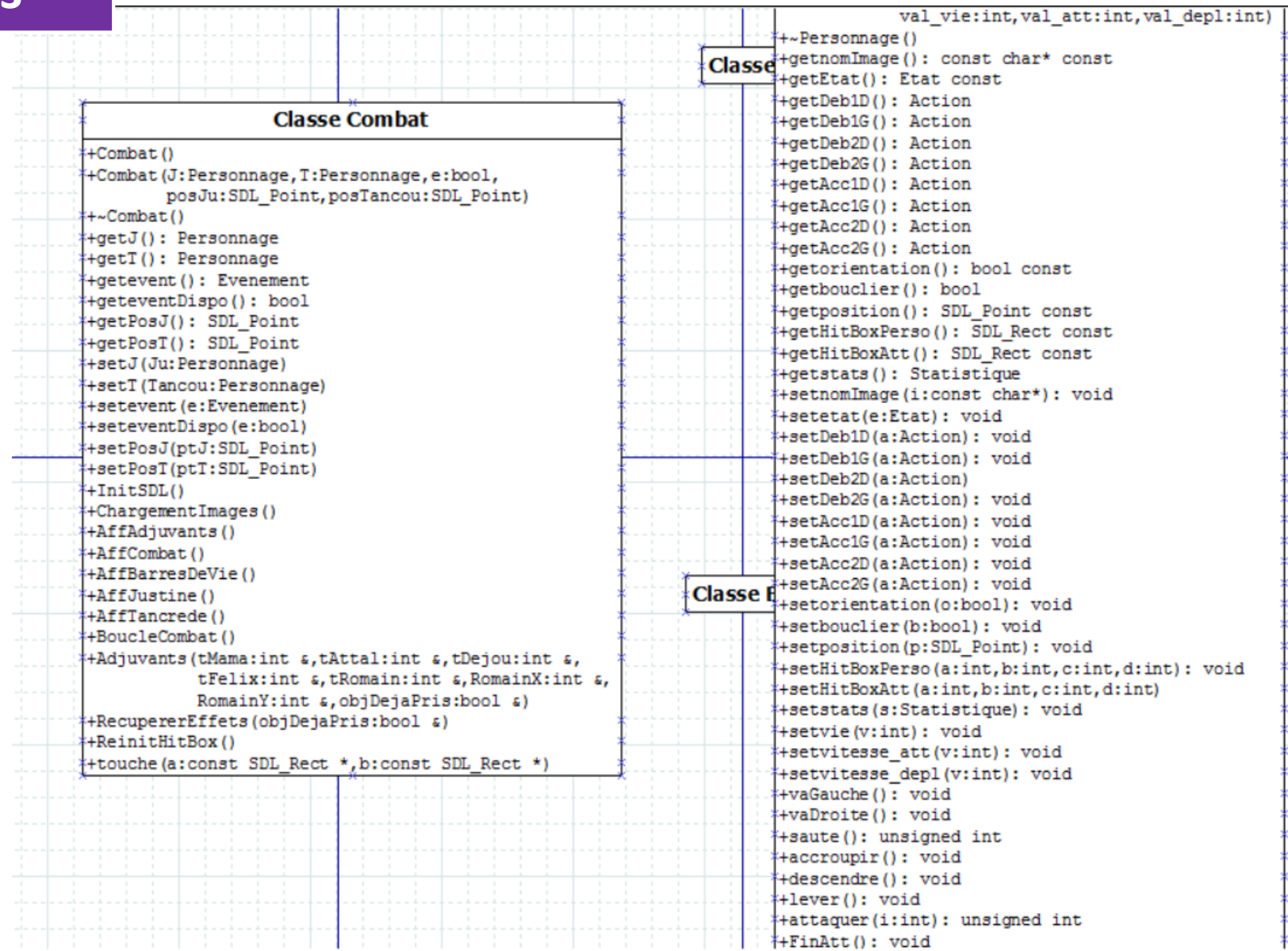+attaquer(i:int): unsigned int
+FinAtt(): void

Classe Combat

+Combat()
+Combat(J:Personnage,T:Personnage,e:bool,
          posJu:SDL_Point,posTancou:SDL_Point)
+~Combat()
+getJ(): Personnage
+getT(): Personnage
+getevent(): Evenement
+geteventDispo(): bool
+getPosJ(): SDL_Point
+getPosT(): SDL_Point
+setJ(Ju:Personnage)
+setT(Tancou:Personnage)
+setevent(e:Evenement)
+seteventDispo(e:bool)
+setPosJ(ptJ:SDL_Point)
+setPosT(ptT:SDL_Point)
+InitSDL()
+ChargementImages()
+AffAdjuvants()
+AffCombat()
+AffBarresDeVie()
+AffJustine()
+AffTancrede()
+BoucleCombat()
+Adjuvants(tMama:int &,tAttal:int &,tDejou:int &,
            tFelix:int &,tRomain:int &,RomainX:int &,
            RomainY:int &,objDejaPris:bool &)
+RecupererEffets(objDejaPris:bool &)
+ReinitHitBox()
+touche(a:const SDL_Rect *,b:const SDL_Rect *)

Classe E

```
                                        val_vie:int,val_att:int,val_depl:int)
                                  +~Personnage()
            Classe            +getnomImage(): const char* const
                                  +getEtat(): Etat const
                                  +getDeb1D(): Action
                                  +getDeb1G(): Action
                                  +getDeb2D(): Action
                                  +getDeb2G(): Action
                                  +getAcc1D(): Action
                                  +getAcc1G(): Action
                                  +getAcc2D(): Action
                                  +getAcc2G(): Action
                                  +getorientation(): bool const
                                  +getbouclier(): bool
                                  +getposition(): SDL_Point const
                                  +getHitBoxPerso(): SDL_Rect const
                                  +getHitBoxAtt(): SDL_Rect const
                                  +getstats(): Statistique
                                  +setnomImage(i:const char*): void
                                  +setetat(e:Etat): void
                                  +setDeb1D(a:Action): void
                                  +setDeb1G(a:Action): void
                                  +setDeb2D(a:Action)
                                  +setDeb2G(a:Action): void
                                  +setAcc1D(a:Action): void
                                  +setAcc1G(a:Action): void
                                  +setAcc2D(a:Action): void
            Classe E      +setAcc2G(a:Action): void
                                  +setorientation(o:bool): void
                                  +setbouclier(b:bool): void
                                  +setposition(p:SDL_Point): void
                                  +setHitBoxPerso(a:int,b:int,c:int,d:int): void
                                  +setHitBoxAtt(a:int,b:int,c:int,d:int)
                                  +setstats(s:Statistique): void
                                  +setvie(v:int): void
                                  +setvitesse_att(v:int): void
                                  +setvitesse_depl(v:int): void
                                  +vaGauche(): void
                                  +vaDroite(): void
                                  +saute(): unsigned int
                                  +accroupir(): void
                                  +descendre(): void
                                  +lever(): void
                                  +attaquer(i:int): unsigned int
                                  +FinAtt(): void
```
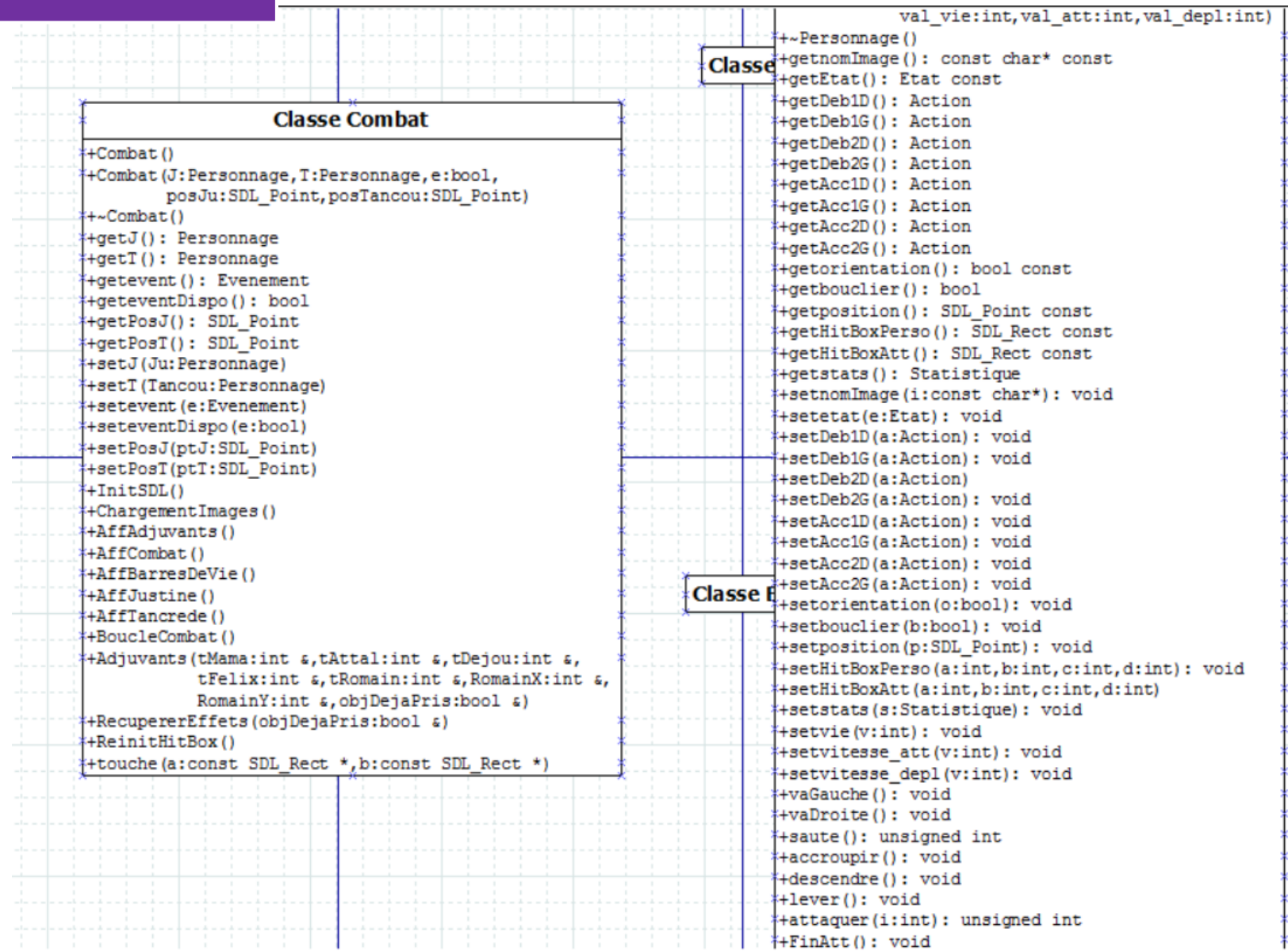
Classe Combat

```
+Combat()
+Combat(J:Personnage,T:Personnage,e:bool,
        posJu:SDL_Point,posTancou:SDL_Point)
+~Combat()
+getJ(): Personnage
+getT(): Personnage
+getevent(): Evenement
+geteventDispo(): bool
+getPosJ(): SDL_Point
+getPosT(): SDL_Point
+setJ(Ju:Personnage)
+setT(Tancou:Personnage)
+setevent(e:Evenement)
+seteventDispo(e:bool)
+setPosJ(ptJ:SDL_Point)
+setPosT(ptT:SDL_Point)
+InitSDL()
+ChargementImages()
+AffAdjuvants()
+AffCombat()
+AffBarresDeVie()
+AffJustine()
+AffTancrede()
+BoucleCombat()
+Adjuvants(tMama:int &,tAttal:int &,tDejou:int &,
           tFelix:int &,tRomain:int &,RomainX:int &,
           RomainY:int &,objDejaPris:bool &)
+RecupererEffets(objDejaPris:bool &)
+ReinitHitBox()
+touche(a:const SDL_Rect *,b:const SDL_Rect *)
```

Classe Combat

+Combat()
+Combat(J:Personnage,T:Personnage,e:bool,
      posJu:SDL_Point,posTancou:SDL_Point)
+~Combat()
+getJ(): Personnage
+getT(): Personnage
+getevent(): Evenement
+geteventDispo(): bool
+getPosJ(): SDL_Point
+getPosT(): SDL_Point
+setJ(Ju:Personnage)
+setT(Tancou:Personnage)
+setevent(e:Evenement)
+seteventDispo(e:bool)
+setPosJ(ptJ:SDL_Point)
+setPosT(ptT:SDL_Point)
+InitSDL()
+ChargementImages()
+AffAdjuvants()
+AffCombat()
+AffBarresDeVie()
+AffJustine()
+AffTancrede()
+BoucleCombat()
+Adjuvants(tMama:int &,tAttal:int &,tDejou:int &,
        tFelix:int &,tRomain:int &,RomainX:int &,
        RomainY:int &,objDejaPris:bool &)
+RecupererEffets(objDejaPris:bool &)
+ReinitHitBox()
+touche(a:const SDL_Rect *,b:const SDL_Rect *)

Classe (Personnage)

    val_vie:int,val_att:int,val_depl:int)
+~Personnage()
+getnomImage(): const char* const
+getEtat(): Etat const
+getDeb1D(): Action
+getDeb1G(): Action
+getDeb2D(): Action
+getDeb2G(): Action
+getAcc1D(): Action
+getAcc1G(): Action
+getAcc2D(): Action
+getAcc2G(): Action
+getorientation(): bool const
+getbouclier(): bool
+getposition(): SDL_Point const
+getHitBoxPerso(): SDL_Rect const
+getHitBoxAtt(): SDL_Rect const
+getstats(): Statistique
+setnomImage(i:const char*): void
+setetat(e:Etat): void
+setDeb1D(a:Action): void
+setDeb1G(a:Action): void
+setDeb2D(a:Action)
+setDeb2G(a:Action): void
+setAcc1D(a:Action): void
+setAcc1G(a:Action): void
+setAcc2D(a:Action): void
+setAcc2G(a:Action): void
+setorientation(o:bool): void
+setbouclier(b:bool): void
+setposition(p:SDL_Point): void
+setHitBoxPerso(a:int,b:int,c:int,d:int): void
+setHitBoxAtt(a:int,b:int,c:int,d:int)
+setstats(s:Statistique): void
+setvie(v:int): void
+setvitesse_att(v:int): void
+setvitesse_depl(v:int): void
+vaGauche(): void
+vaDroite(): void
+saute(): unsigned int
+accroupir(): void
+descendre(): void
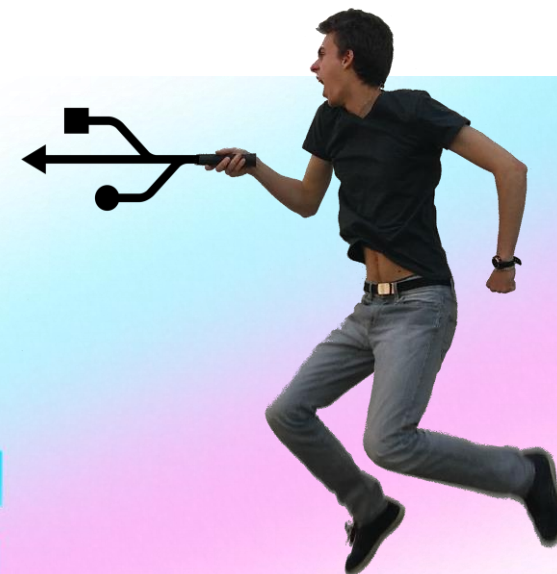+lever(): void
+attaquer(i:int): unsigned int
+FinAtt(): void

JUSTINE
WINNER
P8 Fighter