-        Base de données

o   Map

To create the maps first we made a text file were each letter was corresponding to an element of the game. Then with a filling script we fill the database with all the elements and their location (x,y) on the different levels of the game.

o   Stored procedure

The database is composed of 3 stored procedure to create de different levels :

**get\_elements\_by\_level** : return all the elements from a specific level

**get\_levels** : return all the levels

**get\_level\_by\_id** : return a specific level

-        Uml

o   diagramme classe

o   diagramme séquence

o   diagramme package

o   diagramme composant