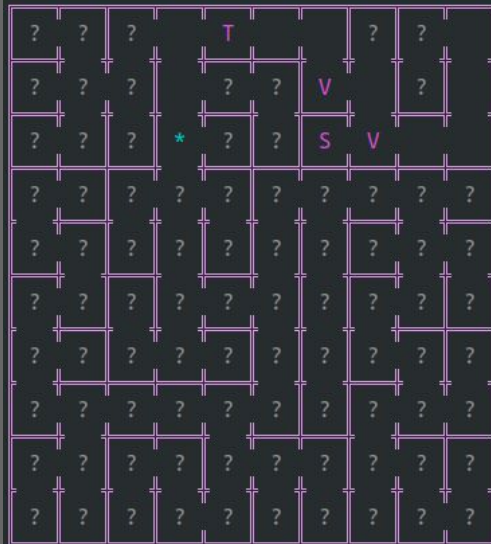


# A-MAZE-IN'

## LE JEU

**Présentation**

S



You found 2 hint scroll (durability 1).

You found 7 gold.

We aren't alone here, what do you want to do ?

You can interact with :

- A big cat, looks like a wise sphynx

0 - North

1 - East

2 - South

3 - West

4 - See backpack.

5 - Interact with Entities.

6 - See map.

7 - Exit game.

8 - Help.

4

0 - North

1 - East

2 - South

3 - West

4 - See backpack.

5 - Interact with Entities.

6 - See map.

7 - Exit game.

8 - Help.

5

Choose someone :

0 - A ~villageois~

1- I don't want to interact anymore.

0

You want to interact with A ~villageois~

0 - talk.

1 - fight.

2 - leave.

1

You decided to kill the ~villageois~.

The ~villageois~ looks a bit questioned, they do not understand why you draw your weapon.

Good Clément has 100 HPs left.

Bad Villageois has 3 HPs left.

=====

What do you want to do ?

1. Heal myself.

2. ATTACK !

2

=====

You decided to attack.

You target bad Villageois

This dealt 8 damages !

Fatality ! Bad Villageois just left the chat because of this attack !

You just looted 10 gold

Well done, traveler ! You are victorious !

There is no one here.

No one here, what do you want to do ?

0 - North

1 - East

2 - South

3 - West

4 - See backpack.

5 - Interact with Entities.

6 - See map.

7 - Exit game.

8 - Help.

# AVANCEMENT DU PROJET

CAHIER DES CHARGES



FONCTIONNALITÉS BONUS



TESTS ET DOCUMENTATION

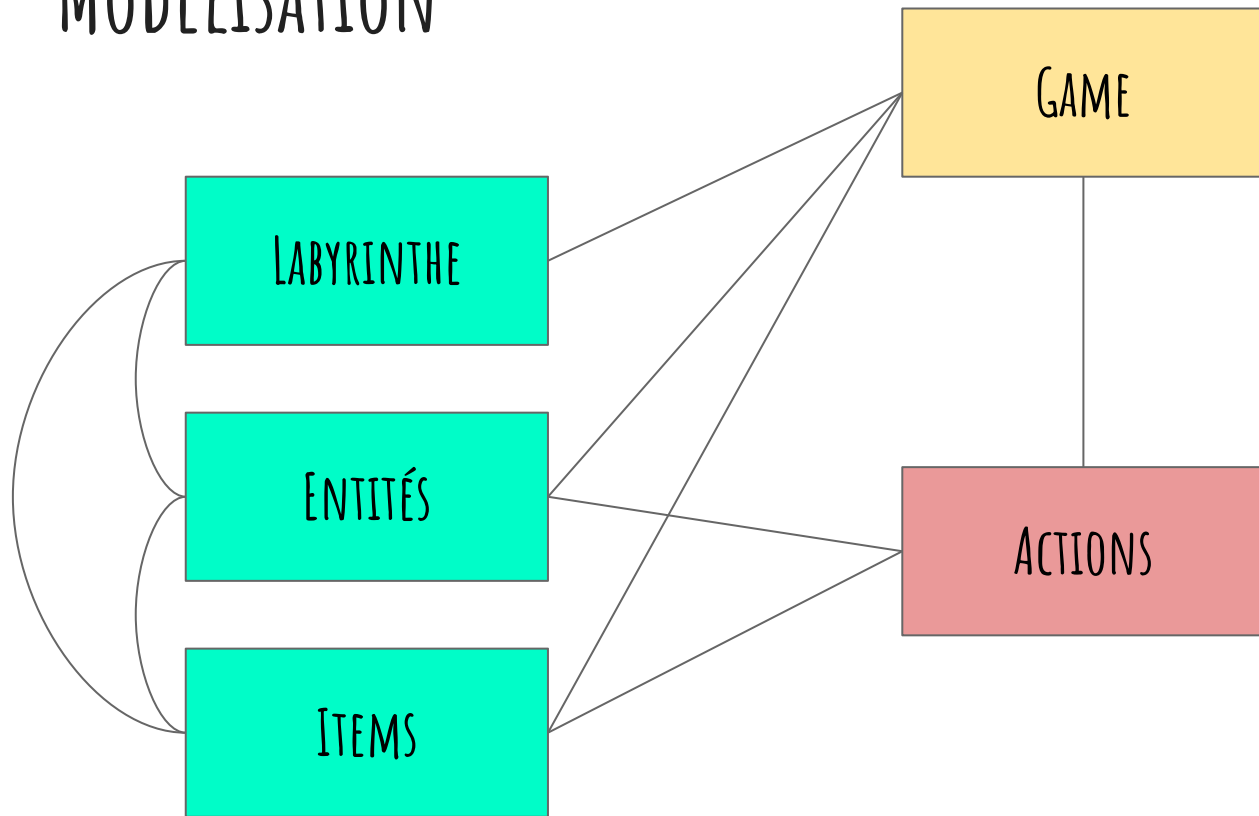


PAS 100% TESTÉ

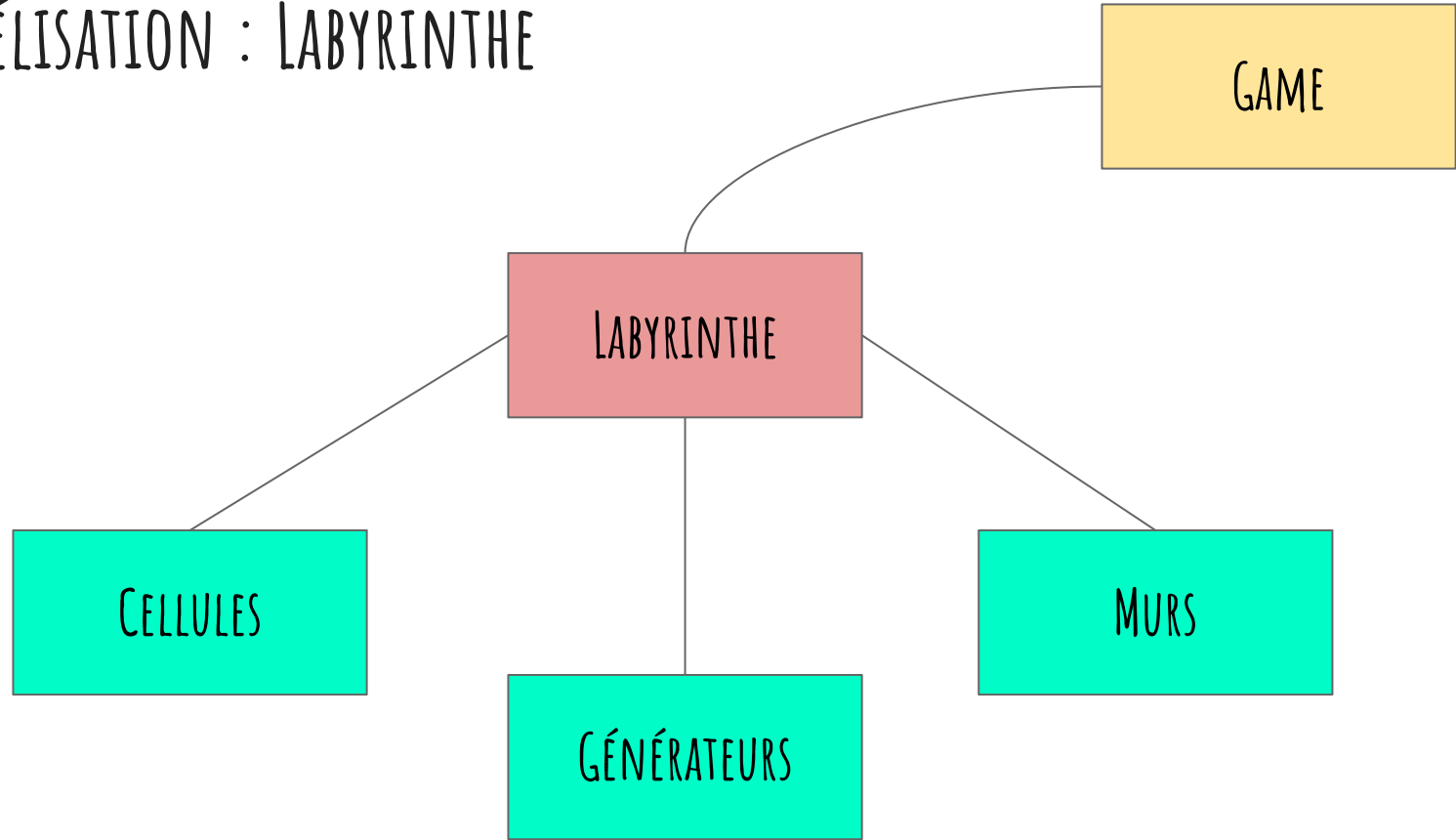
PAS 100% DOCUMENTÉ

PROGRESSION... 98%

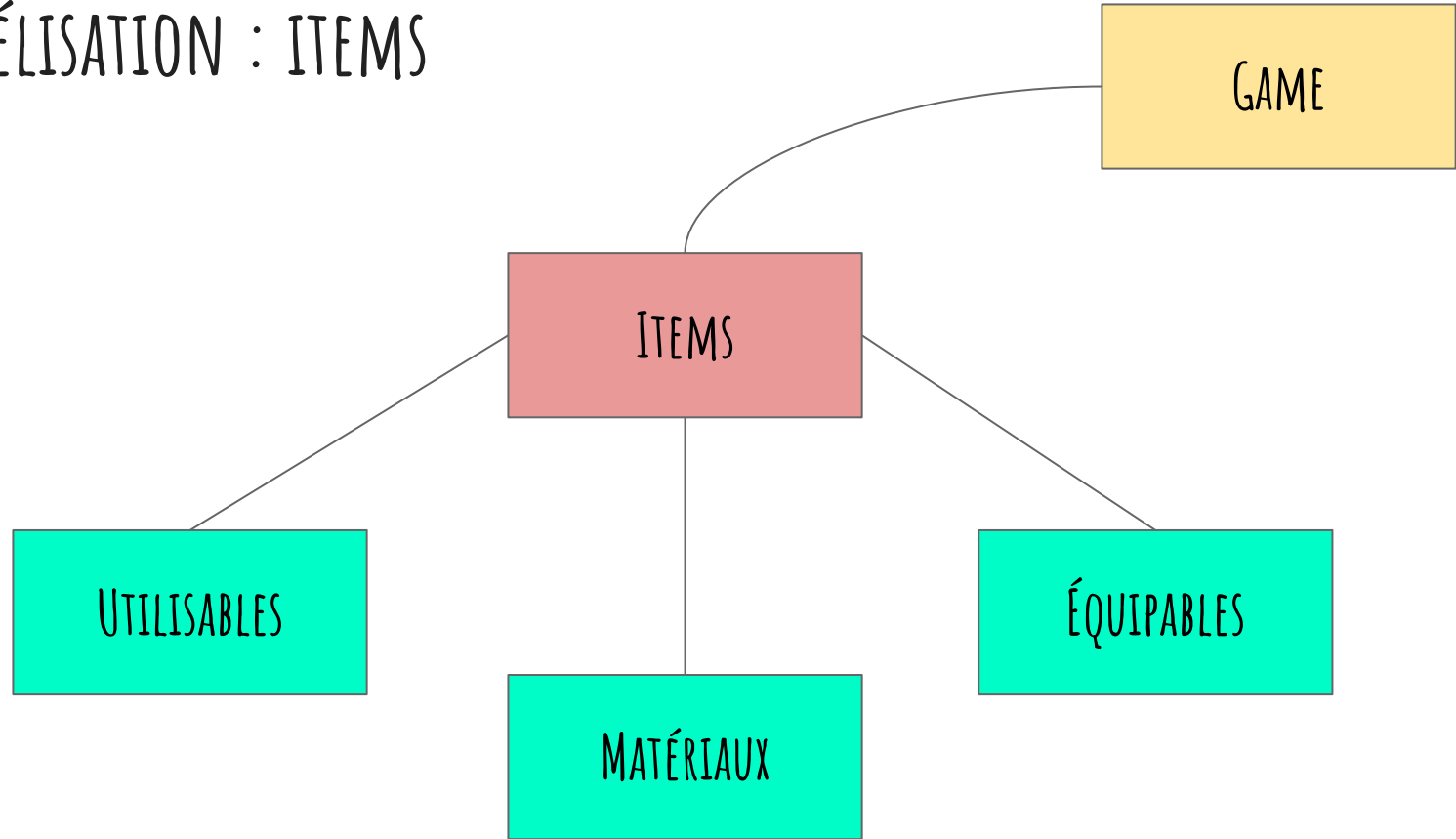
# MODÉLISATION



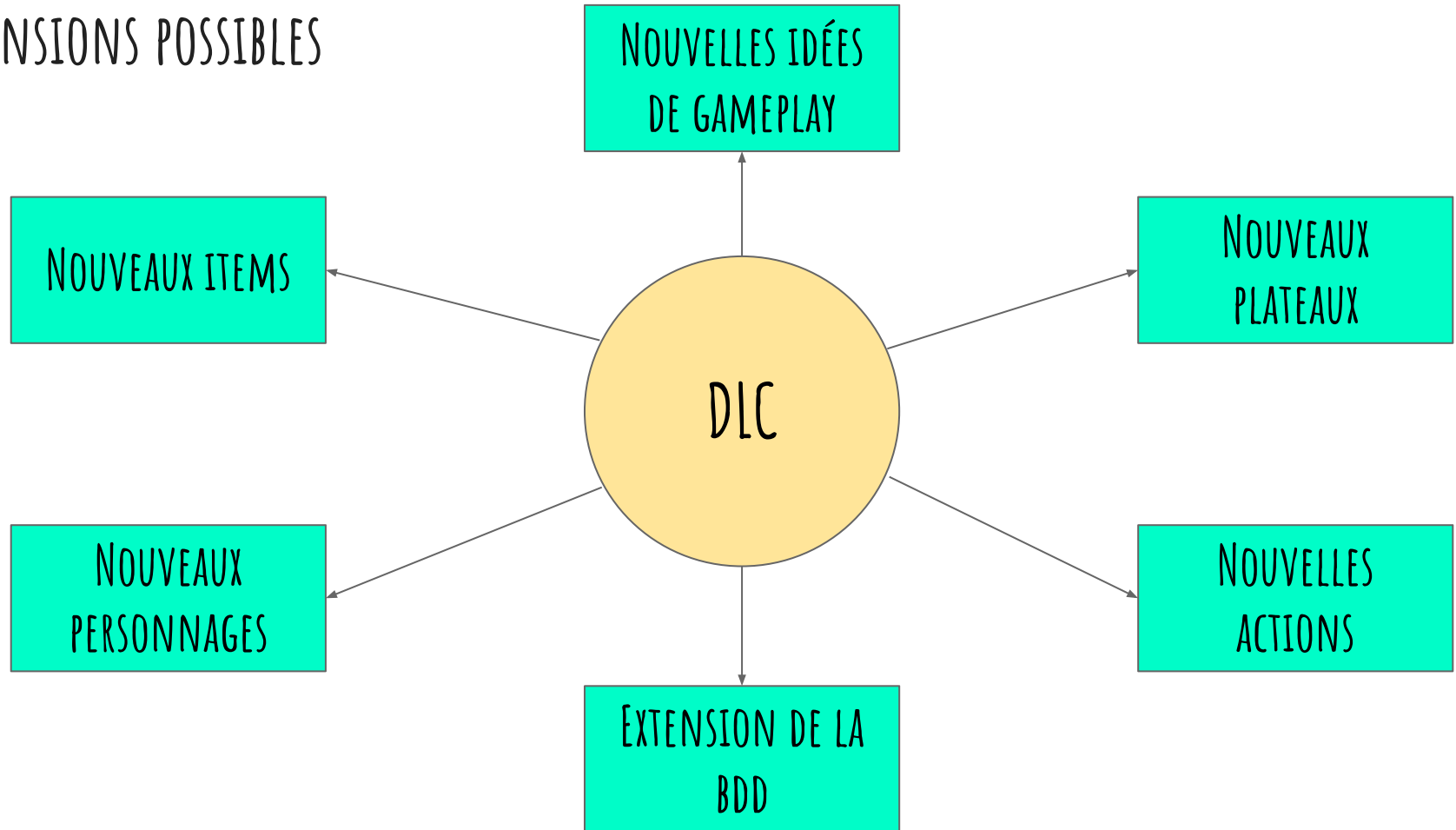
# MODÉLISATION : LABYRINTHE



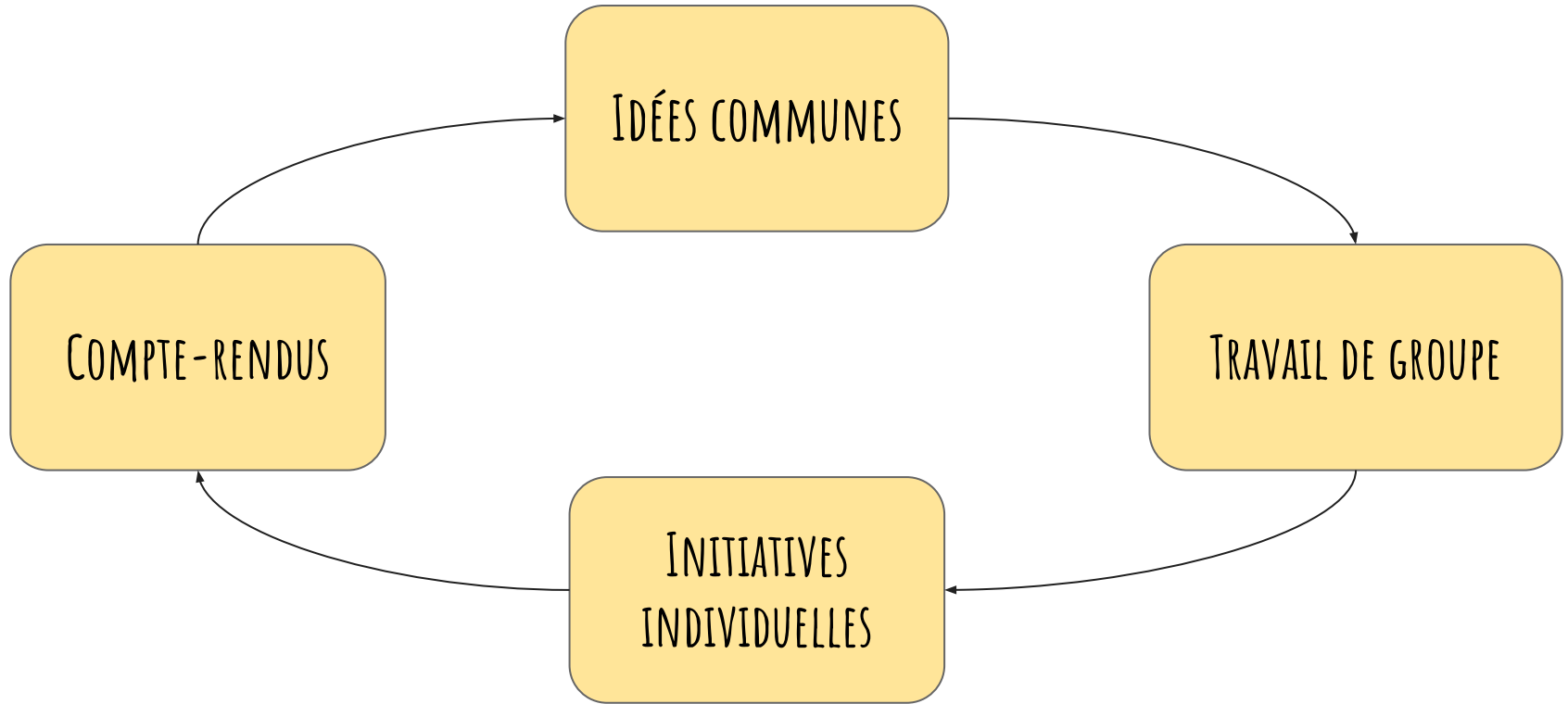
# MODÉLISATION : ITEMS



# EXTENSIONS POSSIBLES



# FONCTIONNEMENT EN ÉQUIPE





# DIFFICULTÉS

CONCEPTION

DIVERGENCES

RETOURS EN  
ARRIÈRE

CODE


COMMENT  
IMPLÉMENTER

ÇA COMPILE PAS...

ORGANISATION

RÉPARTITION

GIT



BILAN