

+ \_\_int\_\_ (screen: Surface) <<create>>
+ load\_textures\_sounds ()
+ draw\_back\_button (): pygame.Rect
+ read\_map\_from\_csv (filename:str)
+ is\_wall(x\_int, v\_int): tuple (int, int)
+ get\_visible\_cells (unit: Unit): set [tuple(int,int)]
+ choose\_map ()
+ draw\_map\_units (team: str, ShowGrille: Bool)
+ Main\_menu (GameName: str): str
+ Characters\_choice (player: Unit, NumberOfCharacters: int): Unit
+ play\_game\_music ()
+ draw\_info\_panel (team: str, unit:Unit, mode: str)
+ reset\_endurance()
+ handle\_player\_turn (team: str)
+ enemy\_Al\_turn ()
+ Al\_find\_beste\_move (enemy): tuple(int, int)
+ Al\_evaluate\_position (x: int, y: int): int
+ Al\_evaluate\_skill\_cenemy: Unit): Skill
+ Al\_simulate\_skill\_use ( skill: Skill, enemy: Unit): int
+ game\_end ( loser: str)
+ lunch\_game( )