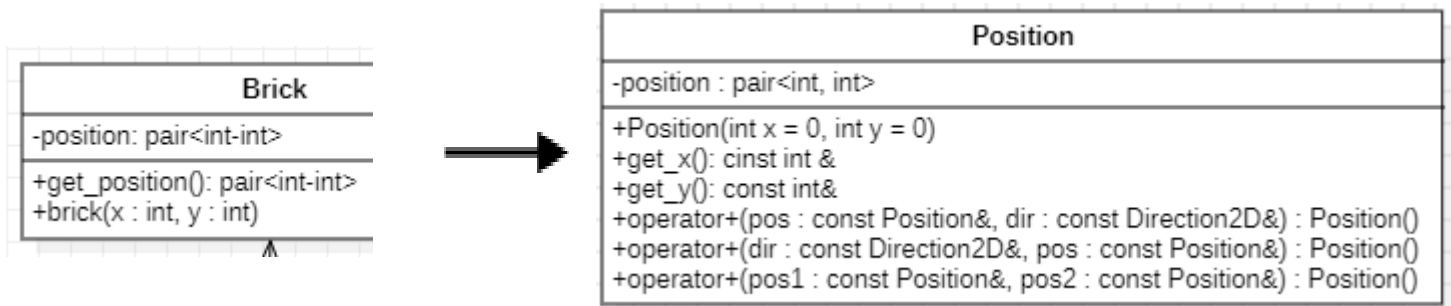
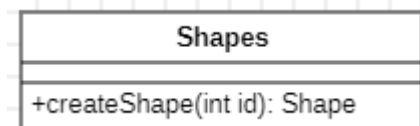


Rapport DEV4 : TETRIS (Console)

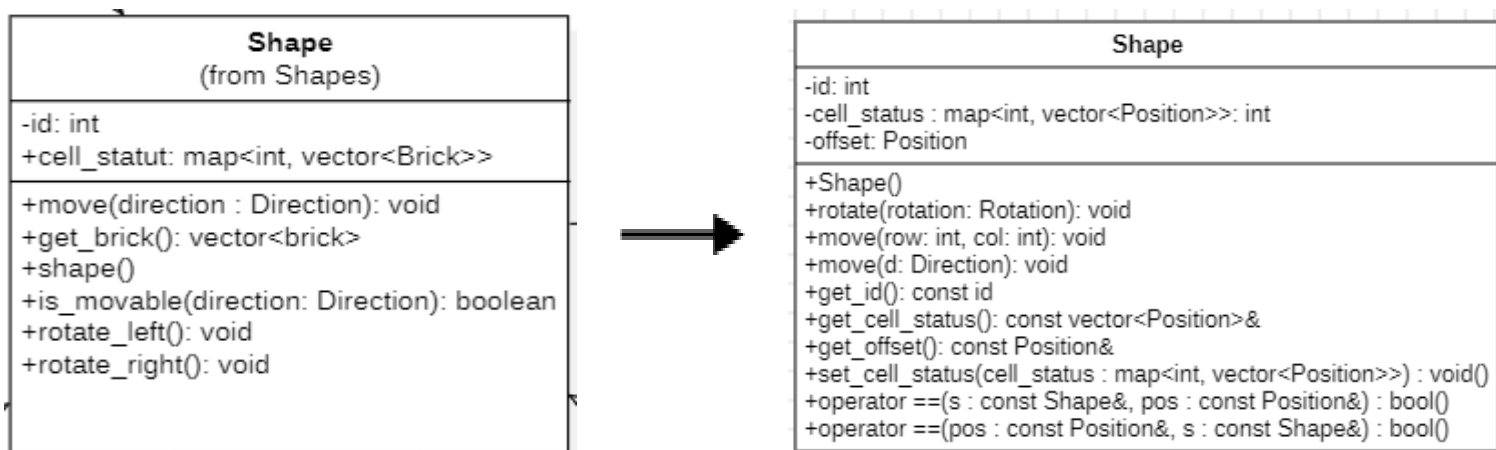
- Changement depuis la modélisation à l'implémentation métier & console :

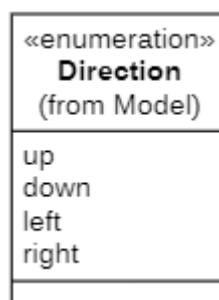
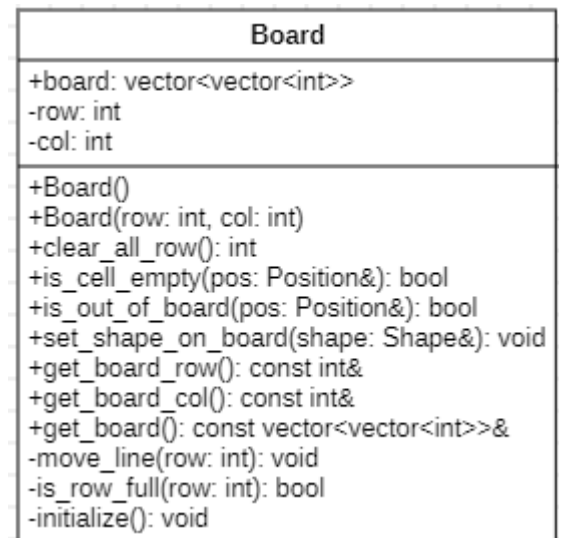
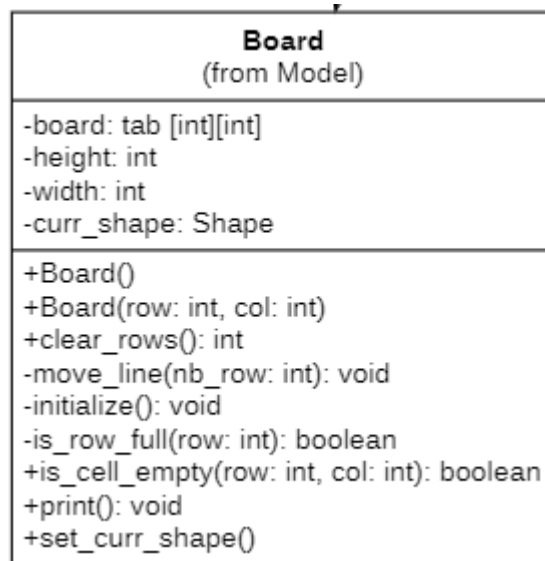
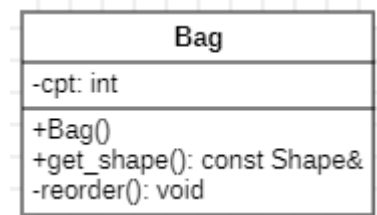
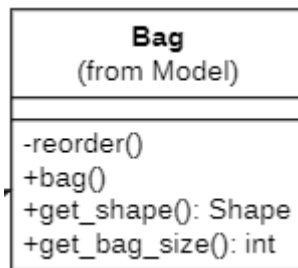


X (N'existais pas)

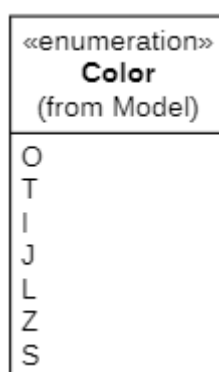


Class Factory

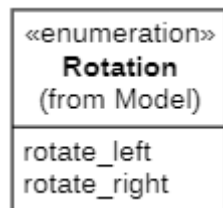
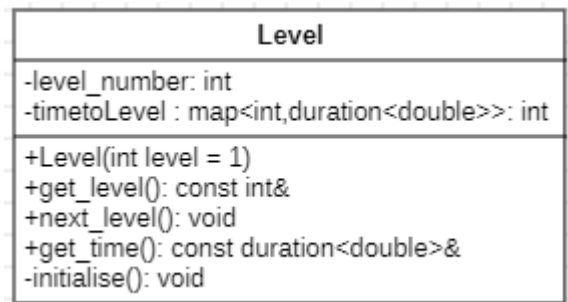
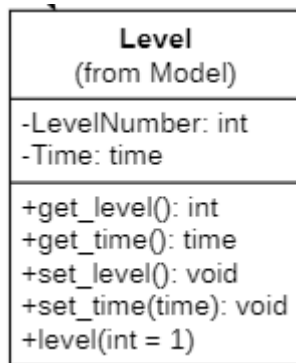




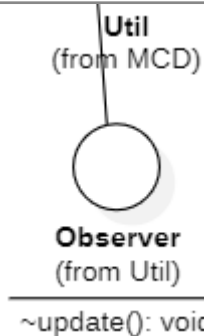
N'a pas changé



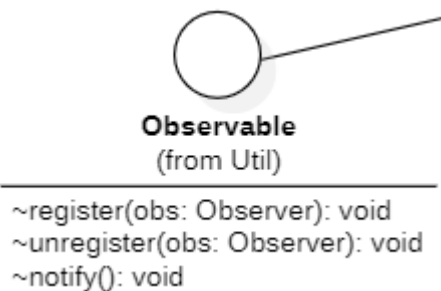
Supprimer



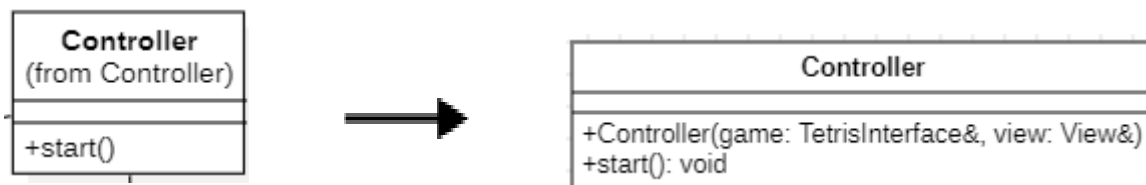
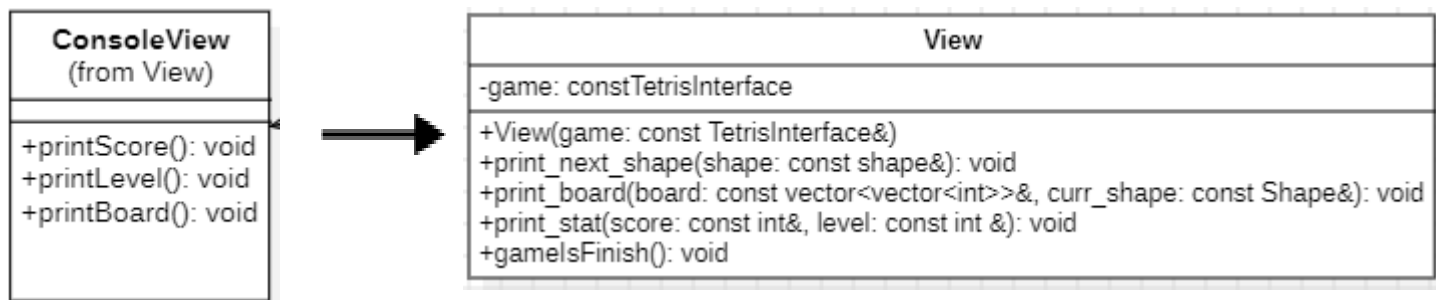
N'a pas changé



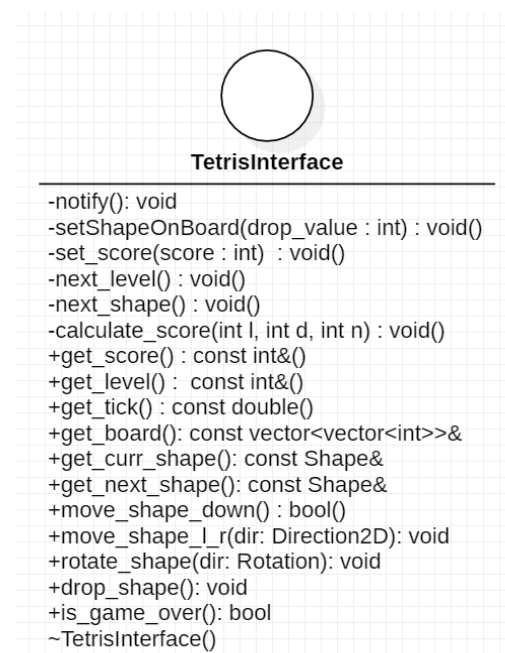
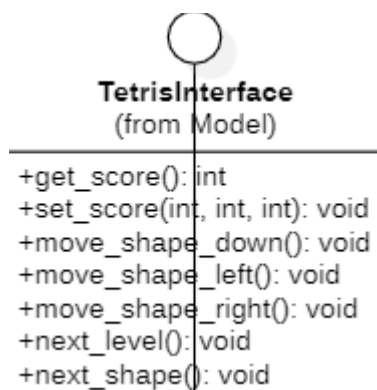
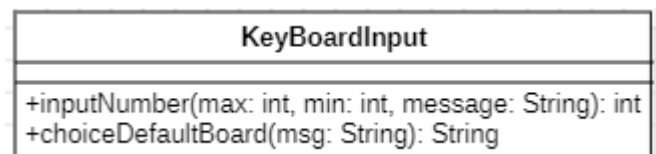
N'a pas changé



N'a pas changé



X (N'existais pas)



Game (from Model)
-score: int -next_shape: Shape
+Game(int = 1)



Game
-score: int -curr_shape: Shape -next_shape: Shape
+Game(int row = 20, int col = 10, int lvl = 1) +generateRandomBoard(): void -is_movable(dir: Direction2D): bool -rotation_is_possible(): bool