

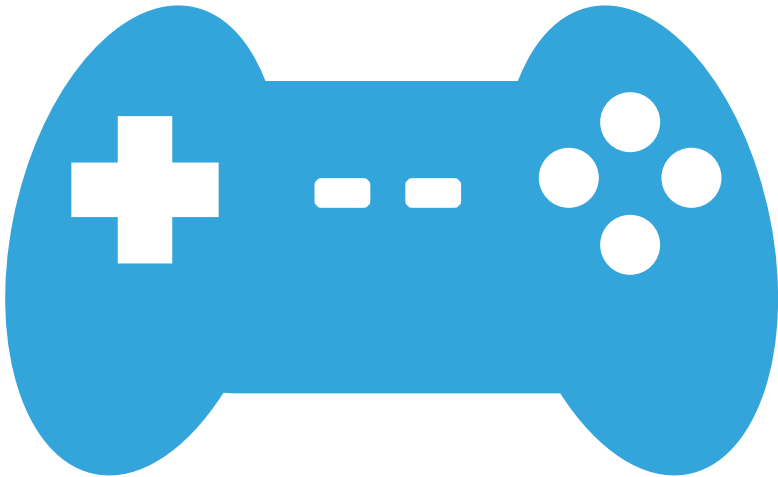
INTRODUCTION AUX NOTES DE DÉ

APERÇU DE L'ARCHITECTURE GÉNÉRALE



2

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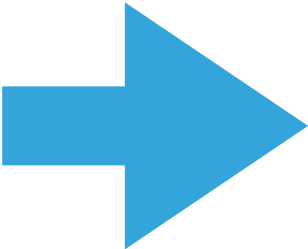


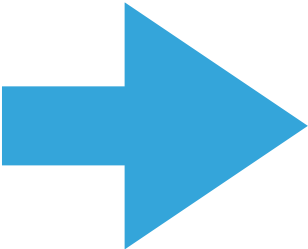



giphy.com

Your Boko Shield is badly damaged.







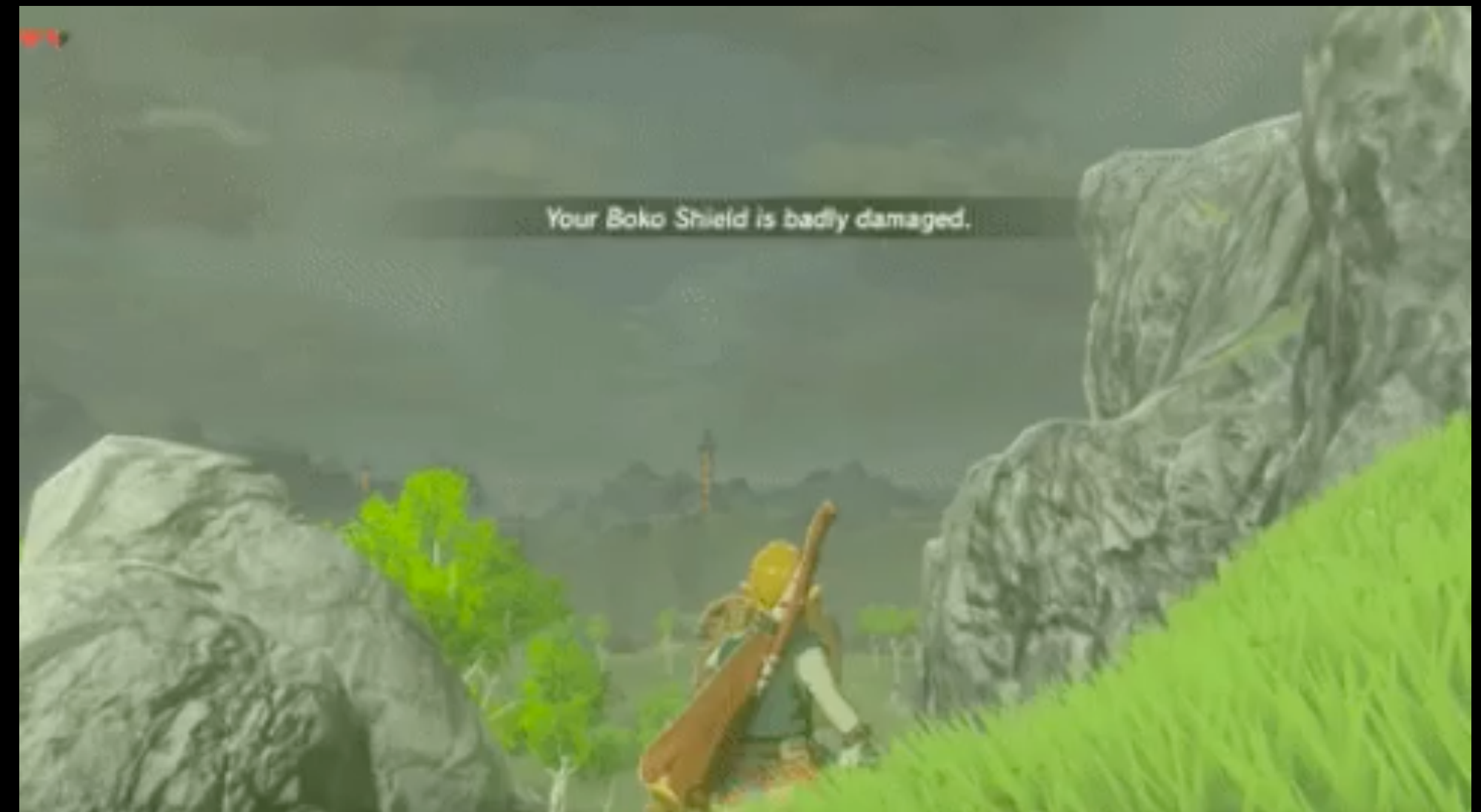
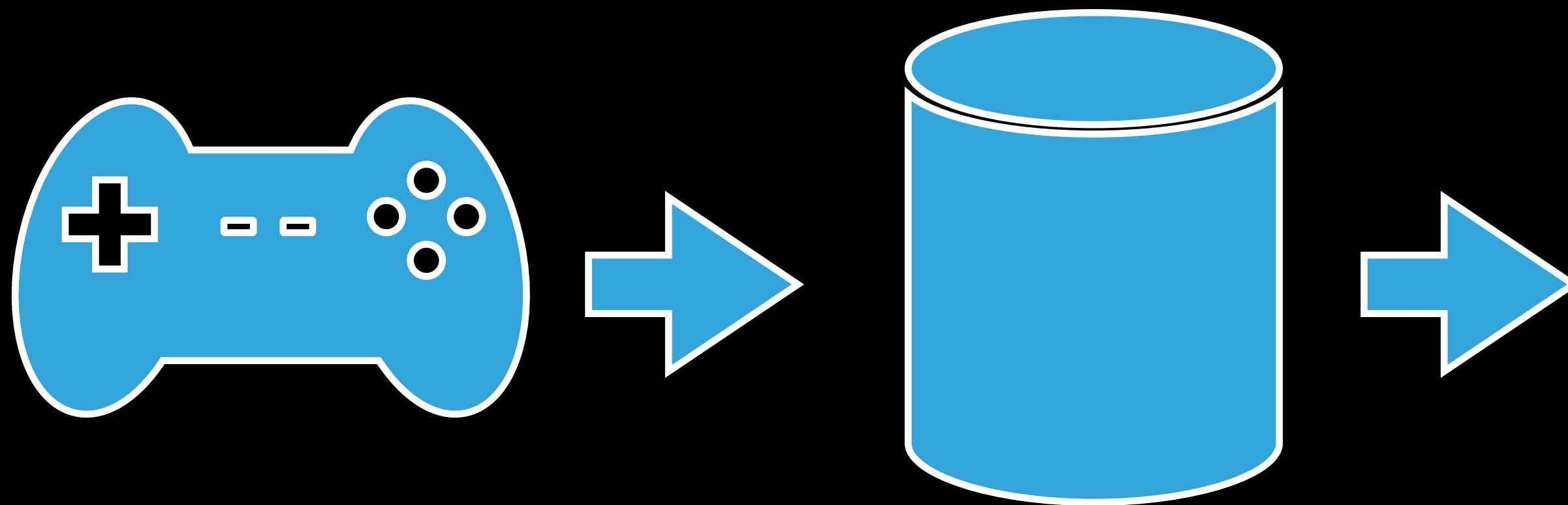


A screenshot from the video game The Legend of Zelda: Breath of the Wild. Link is seen from behind, standing on a grassy hill and looking out over a vast, hazy landscape. He is holding a wooden shield and a sword. In the distance, a small tower is visible on a hill. The sky is overcast and grey. A semi-transparent black box with white text is centered in the upper part of the screen.

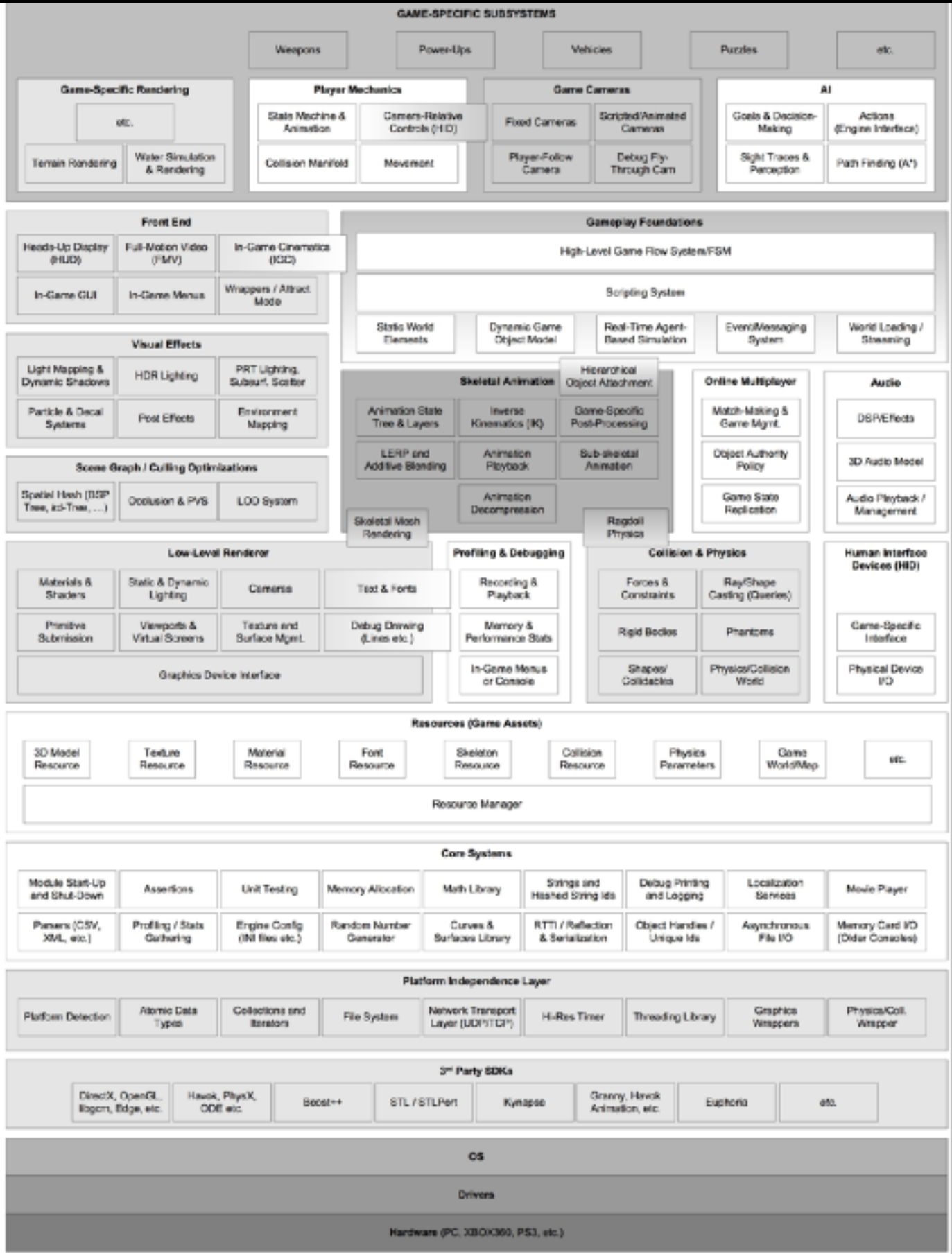
Your Boko Shield is badly damaged.

APERÇU DE L'ARCHITECTURE GÉNÉRALE

- ▶ Un jeu vidéo est une base de données avec une interface élégante
- ▶ Différents modules manipulent cette base de données



APERÇU DE L'ARCHITECTURE GÉNÉRALE



Architecture d'un moteur de jeu par Jason Gregory [1] prise sur son [site](#).