Main

+Menu(): int +hasGames(): boolean +startReplay(gameID:int,speed:int): void

## Player

+Player(b:Board)
+action(): String
+boucle(): void
+addToHistory(): void
+showResult(): void

## Board

-DIM\_X : int -DIM\_Y : int -board : char[[] -player : Player

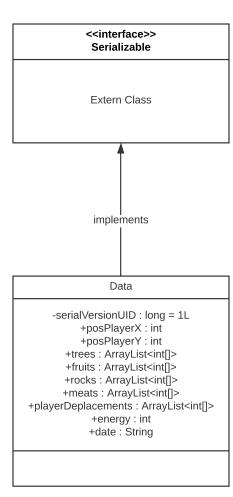
+allMeats: ArrayList<int[]>
+allFruits: ArrayList<int[]>
+allRocks: ArrayList<int[]>
+allTrees: ArrayList<int[]>

+Board()
+setBoard(): void
+isBorder(x:int,y:int): boolean
+setRandomObstacle(): void
+setRandomBonus(): void
+setTree(tree:int[]): void
+setFouk(rock:int[]): void
+setFuit(fruit:int[]): void
+setMeat(meat:int[]): void
+pisplay(): void
+getPlayer(): int[]
+isTree(x:int,y:int): boolean
+isRock(x:int,y:int): boolean

+isFruit(x:int,y:int): boolean +getAllTrees(): ArrayList<int[]> +getAllRocks(): ArrayList<int[]> +getAllMeats(): ArrayList<int[]> +getAllFruits(): ArrayList<int[]>

+isMeat(x:int,y:int): boolean

+setPlayer(x:int,y:int): int +gameOver(): boolean +isRealisable(): boolean +Init(): void



Ressources

+Save(data:Serializable,fileName:String): void +Load(fileName:String): Object