Diagramme de class final

Entite (A)

GameController (I) *Engine*
getCommand()

Elements

Case (A)
- int x
- int y
- int xcamera
- int ycamera
- BufferedImage image
- void handleSpecialEffect(Hero h)

TextureFactory (C)
- BufferedImage textures...
- void genererCombinaison()

Labyrinthe (C) *Modele*
- int[n][n] labyrinthe (0 ok, 1 mur)
- boolean deplacementPossible(int x, int y)

Hero (C) *Modele*
- int x;
- int y;
- int pv;
- boolean isDead()

Monstre (C) *Modele*
- int x;
- int y;
- int pv;
- void seRapprocher()

GameEngineGraph (C) *Engine*
- void main()
- void startConsole()
- void startGraphique()

LabyrinthController (C) *Modele*
- keyListener() actionListener()

Magique (C)

Teleporteur (C)

Piege (C)

Brique (C)

Sol (C)

Arrive (C)

LabyrintheGenerator (C) *Modele*
- int[][] genererLabyrinthe()

Niveau (C) *Modele*
- int niveau
- int getPlayerX()
- int getPlayerY()
- void chargerNiveau(File file)
- void deplacerHero(x,y)
- String toString()

Game (I) *Engine*
- bool isFinished()
- void evolve(Event e)

GraphInterface (C) *Engine*
- void paint()

Mur (C)

LabyrinthGame (C) *Modele*
- void genLabyrinth()
- String toString()

DrawingPanel (C) *Engine*
- void paint()

GamePainter (I) *Engine*
- int getWidth()
- int getHeight()
- void draw()

LabyrinthPainter (C) *Engine*
- static int
- width static
- int height