

Diagramme de classe

Heros

move (cmd)
compute Pos (int, int)
change Pos (int, int)
ajout Potion()
is Potion En Cours()
ajout Vie()
retire Vie()
potion Plus Valide()

Monster

aleatoire()
move (cmd)
change Pos (int, int)
compute Pos (int, int)
is Monster En Vie()
tue Monster()

Game

Evolve (cmd)
check (int, int)
possede Cle()
Ajout cle (int, int)
Verif En Vie()
get Time()
verif Arrivee (int, int)
verif Vie (int, int)
verif Retire Plus (int, int)
verif Monster (int, int, int, int)
verif Potion (int, int)
utilise Potion()
fin Jeu()