

GALE

HERO

TRANSFER

evolve

move(cmd)

check(int, int)

getAbscisselSetOrdinance()

setTimer()

verifMonstorch(int, int)

verifEnvel(int, int)

verifCul(int, int)

verifVie(int, int)

verifPohor(int, int)

AgoutPohor(int, int)

whitePohor()

verifCul

polladeCul

verifActive

activate()

check(int, int)

getAbscissel()

setOrdinance()

move(cmd)

computePos(int, int)

AgoutCul(int, int)

Vie < 3 alors AgoutVie()

computePos(int, int)