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Item
+nameItem: string
+idItem: unsigned int
+numberItem: unsigned int
+getNameItem(): string const
+setNameItem(in name:string): void
+getIdItem(): unsigned int const
+setIdItem(in idItem:unsigned int): void
+Item(): Item
+Item(in name:string, in idItem:unsigned int): Item
+getNumberItem(): unsigned int const
+setNumberItem(in nbItem:unsigned int): void
+printItem(): void const

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enum IDBody (READ, CREAT, ACCESSORY)

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Clothes
+slotClothes: IDBody
+setSlotClothes(in slotC:IDBody): void
+getSlotClothes(): IDBody const
+Clothes(): Clothes
+Clothes(in slotC:IDBody, in idItem:unsigned int, in name:string, in nbItem:int): Clothes
+printClothes(): void const
+operator=(in slotC:IDBody): Clothes

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InventoryClothes
+clothesBoard: vector<Clothes>
+setClothesBoard(in clothes:vector<Clothes>): void
+getClothesBoard(): vector<Clothes> const
+loadIndexClothes(in Index:string): void
+printInventoryClothes(): void const
+addInInventoryClothes(in slotC:IDBody): void
+deleteFromInventoryClothes(in idItem:unsigned int): void
+InventoryClothes(): InventoryClothes
+InventoryClothes(in clothes:vector<Clothes>): InventoryClothes
+InventoryClothes(): InventoryClothes
+saveIndexClothes(in Index:string): void const
+CalculNumberClothes(): unsigned int const
+NumberClothes(): unsigned int const
+searchInInventoryClothes(in name:string): Clothes const
+searchInInventoryClothes(in idItem:unsigned int): Clothes

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Game_Memory
+attempts: int
+memoryBoard: Image [4][4]
+trophéeMemory: bool
+Game_Memory(): Game_Memory
+getAttempts(): int const
+getTrophéeMemory(): bool const
+setTrophéeMemory(in t:bool): void
+getOpen(in x:unsigned int, in y:unsigned int): bool const
+setOpen(in x:IDBody, in y:unsigned int, in y:unsigned int): void
+setCaseMemory(in x:unsigned int, in y:unsigned int): string const
+setCaseMemory(in x:unsigned int, in y:unsigned int, in image:Image): void
+initMemory(in filename:global:string): void
+printBoardMemory(): void
+initTest(): void
+choicePlayer(): void
+play(): void
+win(): bool

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Image
+Rfind: bool
+open: bool
+filename: string
+idImage: unsigned int

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Letter
+letter: char
+Rfind: bool

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Game_Hanged
+attempts: unsigned int
+wordLength: unsigned int
+word: vector<Letter>
+trophéeHanged: bool
+Game_Ranged(): Game_Ranged
+Game_Ranged(): Game_Ranged
+getTrophéeHanged(): bool const
+setTrophéeHanged(in t:bool): void
+getAttempts(): unsigned int const
+setAttempts(in x:unsigned int): void
+getWordLength(): unsigned int const
+setWordLength(in i:unsigned int): char const
+setWordFind(in i:unsigned int): bool const
+setWordFind(in i:unsigned int, in b:bool): void
+loadWord(in filename:string): void
+getLetter(): char const
+win(): bool const
+printWord(): void const
+isInWord(in letter:char): bool
+play(): void

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Consummable
+Food: int
+hydration: int
+rygiene: int
+happiness: int
+setFood(in food:int): void
+getFood(): int const
+setHydration(in hydrat:int): void
+getHydration(): int const
+setRygiene(in hygi:int): void
+getRygiene(): int const
+setHappiness(in happi:int): void
+getHappiness(): int const
+Consummable(): Consummable
+Consummable(in food:int, in hydrat:int, in hygi:int, in name:string, in nbItem:int): Consummable
+Consummable(): Consummable
+operator=(in conso:Consummable): Consummable

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InventoryConsummable
+consummableBoard: vector<Consummable>
+setConsummableBoard(in conso:vector<Consummable>): void
+getConsummableBoard(): vector<Consummable> const
+loadIndexConsummable(in Index:string): void
+printInventoryConsummable(): void const
+addInInventoryConsummable(in conso:Consummable): void
+deleteFromInventoryConsummable(in idItem:unsigned int): void
+InventoryConsummable(): InventoryConsummable
+InventoryConsummable(in conso:vector<Consummable>): InventoryConsummable
+InventoryConsummable(): InventoryConsummable
+saveIndexConsummable(in Index:string): void const
+CalculNumberConsummable(): unsigned int const
+NumberConsummable(): unsigned int const
+searchInInventoryConsummable(in name:string): Consummable const
+searchInInventoryConsummable(in idItem:unsigned int): Consummable

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Bar
+valueBar: unsigned int
+cashBar: unsigned int
+typeBar: string
+setValue(in val:unsigned int): void
+getValue(): unsigned int const
+changeValue(in valAdded:int): void
+printValue(): void const
+Bar(): Bar
+Bar(in val:unsigned int): Bar
+setTypeBar(in type:string): void
+getTypeBar(): string const
+setMaxBar(in max:unsigned int): void
+getMaxBar(): unsigned int const
+regressionBar(): void
+operator +=(in val:unsigned int): void
+operator =(in val:unsigned int): void
+operator =(in B:Bar): Bar

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Polytama
+nomme: string
+nameClothes: Clothes * [3]
+nameHealth: Bar
+nameHunger: Bar
+nameJoy: Bar
+nameRygiene: Bar
+nameThirst: Bar
+setName(in name:string): void
+getName(): string const
+Polytama(): Polytama
+Polytama(in name:string): Polytama
+Polytama(): Polytama
+getHealth(): Bar const
+getJoy(): Bar const
+getRygiene(): Bar const
+setThirst(): Bar const
+setClothes(in body:int): Clothes * const
+consume(in c:Consummable): void
+removeClothes(in slotC:IDBody): void
+wearClothes(in c:Clothes): void
+add(): void
+takeABath(): void
+setThirst(): Bar const
+save(in filename:string): void const
+loadSave(in filename:string, in out time:long int): void
+printTime(in time:long int): void
+polytamaTestRegression(): void
+polytamaTest(): void

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Mini_Game
+reward: unsigned int
+trophée: bool
+Mini_Game(): Mini_Game
+getReward(): unsigned int const
+getTrophée(): bool const
+selectAndPlayMiniGame(): void
+generateReward(): void

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Game_TicTacToe
+boardTicTacToe: char [TATAT][TATAT]
+trophéeTicTacToe: bool
+Game_TicTacToe(): Game_TicTacToe
+printBoardTicTacToe(): void const
+setCase(in x:unsigned int, in y:unsigned int, in player:char, in isact:bool): void
+tie(): bool const
+win(in player:char): bool const
+winMax(in player:char [3][3]:char): Move const
+makeSearch(inout AIBoard[3][3]:char): int const
+play(): void
+gameOver(in player:char): bool
+winSearch(inout AIBoard[3][3]:int): int const
+getBoard(): char * const
+setTrophéeTicTacToe(): bool const

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Move
+ix: unsigned int = 1
+iy: unsigned int = 1

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AdaptionGraphique
+printSDLInventoryClothes(inout window:SDL_Window*, inout renderer:SDL_Renderer*, in c:InventoryClothes, in polytama:Polytama): void
+printSDLInventoryConsummable(inout window:SDL_Window*, inout renderer:SDL_Renderer*, in conso:InventoryConsummable): void
+GameSDLPrintTama(inout window:SDL_Window*, inout renderer:SDL_Renderer*, in polytama:Polytama): void
+GameSDLInit(inout window:SDL_Window*, inout renderer:SDL_Renderer*, inout texture:SDL_Texture*: void
+CreateText(in text:string, inout window:SDL_Window*, inout renderer:SDL_Renderer*, in color:SDL_Color, in fontname:string, in fontsize:int, in posx:int, in posy:int, in centered:bool): void
+CreateImage(in filename:string, inout window:SDL_Window*, inout renderer:SDL_Renderer*, in posx:int, in posy:int, in centered:bool): void
+GameSDLDeconstruct(inout window:SDL_Window*, inout renderer:SDL_Renderer*, inout texture:SDL_Texture*: void
+GameSDLLoop(inout window:SDL_Window*, inout polytama:Polytama): void
+GameStart(inout window:SDL_Window*, inout renderer:SDL_Renderer*, inout polytama:Polytama): void
+getTxt(inout window:SDL_Window*, inout renderer:SDL_Renderer*): string
+AlreadyGot(in reward:unsigned int, in polytama:Polytama, in c:InventoryClothes): bool
+SDLRevokeAnimation(in name:string, inout window:SDL_Window*, inout renderer:SDL_Renderer*): void
+dropBar(in interval:Unit32, in param:void*): Unit32
+playRangeSDL(inout hanged:Game_Ranged, inout window:SDL_Window*, inout renderer:SDL_Renderer*): void
+printSDLWord(in hanged:Game_Ranged, inout window:SDL_Window*, inout renderer:SDL_Renderer*): void
+getSDLLetter(in hanged:Game_Ranged, inout window:SDL_Window*, inout renderer:SDL_Renderer*): char
+playMemorySDL(inout memo:Game_Memory, inout window:SDL_Window*, inout renderer:SDL_Renderer*): void
+choiceSDL(inout memo:Game_Memory, inout window:SDL_Window*, inout renderer:SDL_Renderer*): void
+printSDLMemory(inout memo:Game_Memory, inout window:SDL_Window*, inout renderer:SDL_Renderer*): void
+playSDL(inout ticTacToe:Game_TicTacToe, inout window:SDL_Window*, inout renderer:SDL_Renderer*): void
+printSDLBoardTicTacToe(in ticTacToe:Game_TicTacToe, inout window:SDL_Window*, inout renderer:SDL_Renderer*): void

```

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AdaptionTexte
+printSDLInventoryClothes(in memo:SDLInventoryClothes): void
+printSDLInventoryConsummable(in conso:InventoryConsummable): void
+GameTxtPrintTama(in polytama:Polytama): void
+get_line(): string
+GameTxtInit(inout polytama:Polytama): void
+GameTxtLoop(inout polytama:Polytama): void

```