SnakeGame.java

Variable:

GameBoard plateau

GameController control

Fonction:

- start
- gameStart
- main

GameController.java

Variable:

- GameBoard gameBoard
- List<Player> joueurs
- boolean lock_food

Fonction:

- constructeur
- acquire / release lock_food
- isDead
- moveSnake
- noSuicide
- randomMove
- DirectionIA
- startGame

GameBoard.java

Variable:

- List<Point> food
- int width
- int height

Fonction:

- constructeur
- des getter / setter
- draw food / snake
- addFood
- containsFood
- removeFood

Direction.java

Enum Direction

- **RIGHT**

 - LEFT
- UP
- **DOWN**

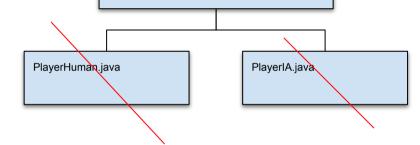
abstract class Player.java

Variable:

- constructeur
- Snake snake
- Direction direction
- boolean IA
- final int id

Fonction:

- constructeur
- getter / setter
- isIA



Snake.java

Variable:

- List<Point> body
- Direction direction
- private final id

Fonction:

- constructeur
- getter / setter
- contains
- move
- equals
- grow

Point.java

Variable:

int x,y

Fonction:

- constructeur
- getter / setter
- equals
- distanceTo