

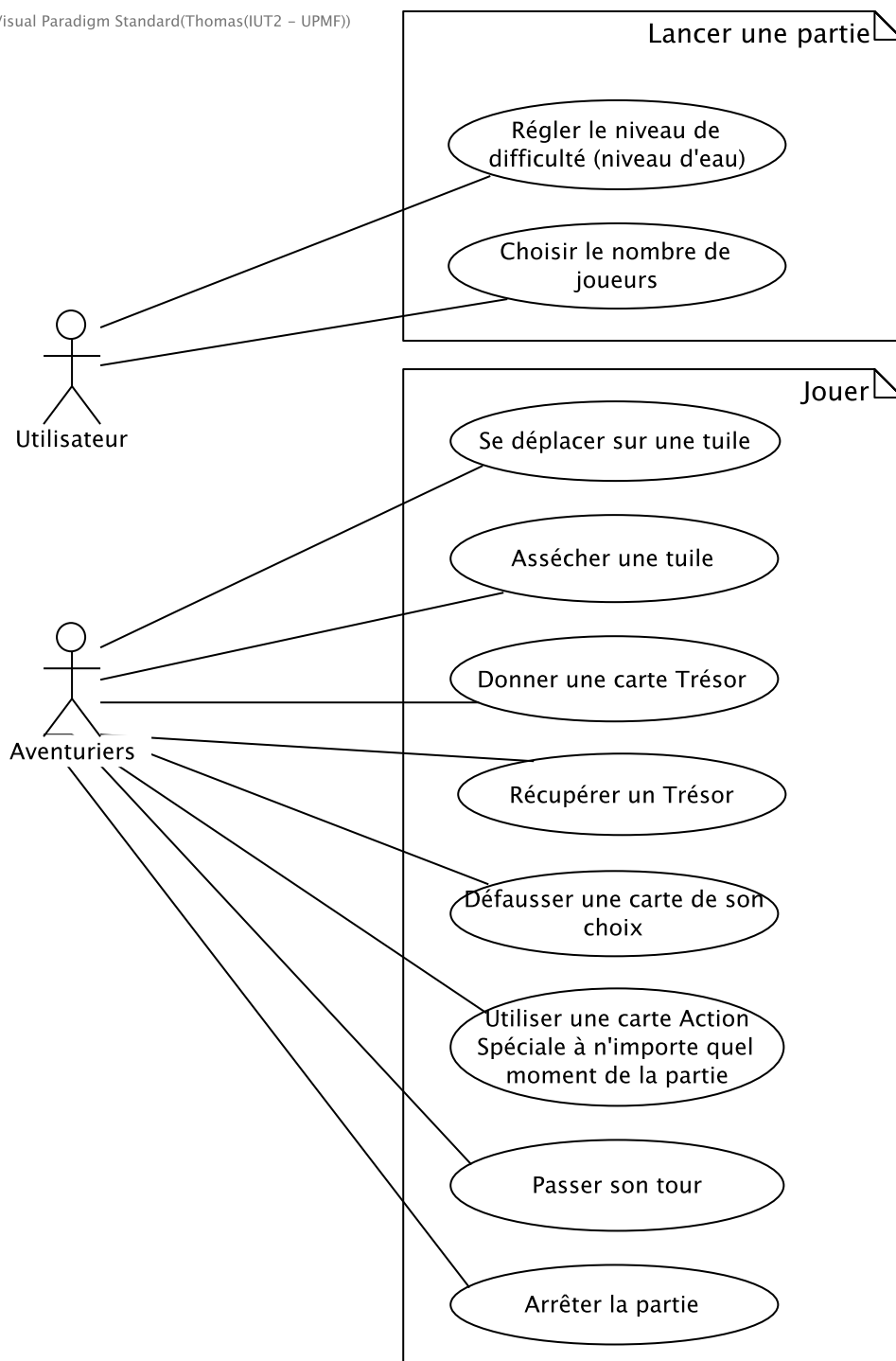
# Dossier de Conception Ile Interdite

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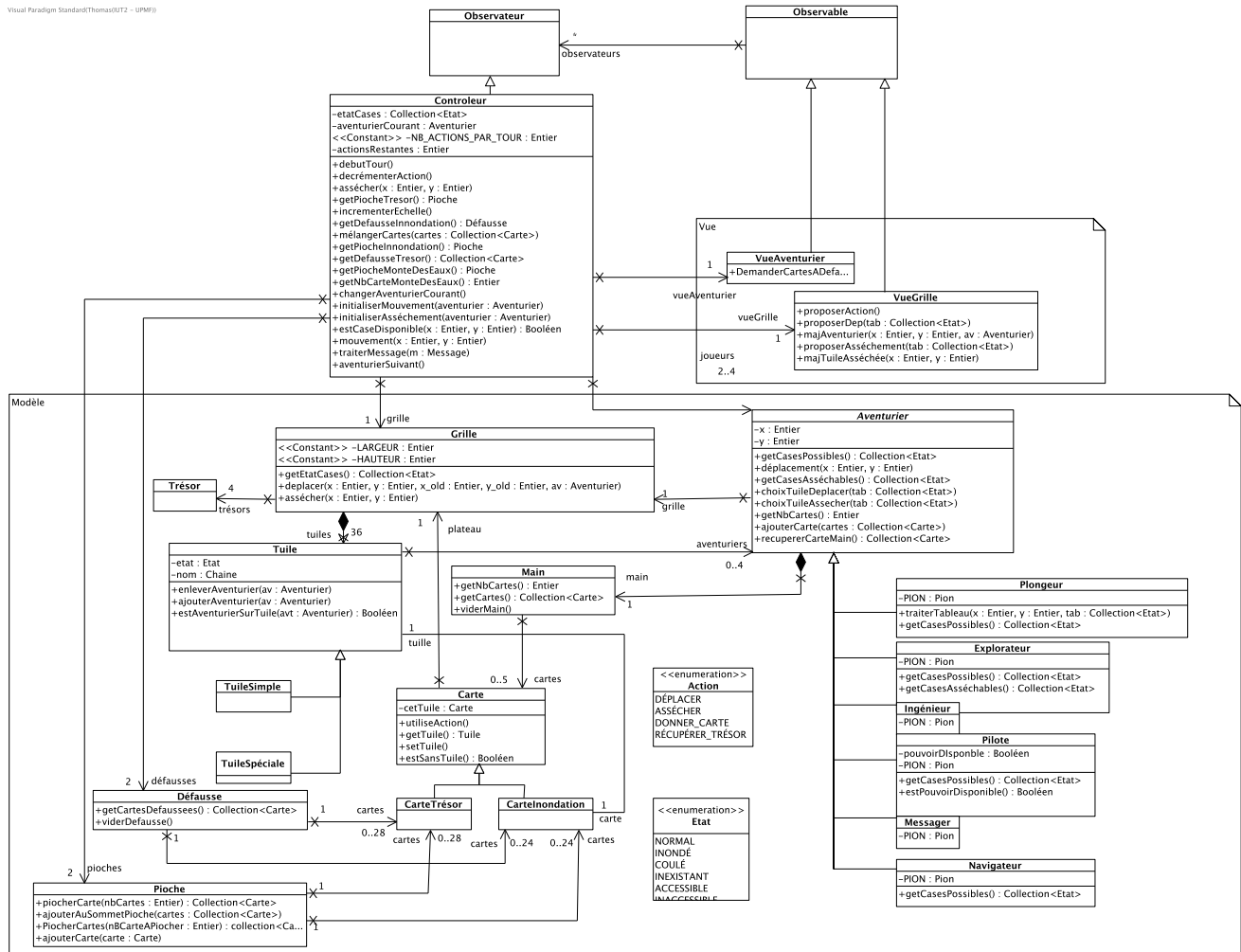
# 1. Diagramme des cas d'utilisation

Visual Paradigm Standard(Thomas(IUT2 - UPMF))



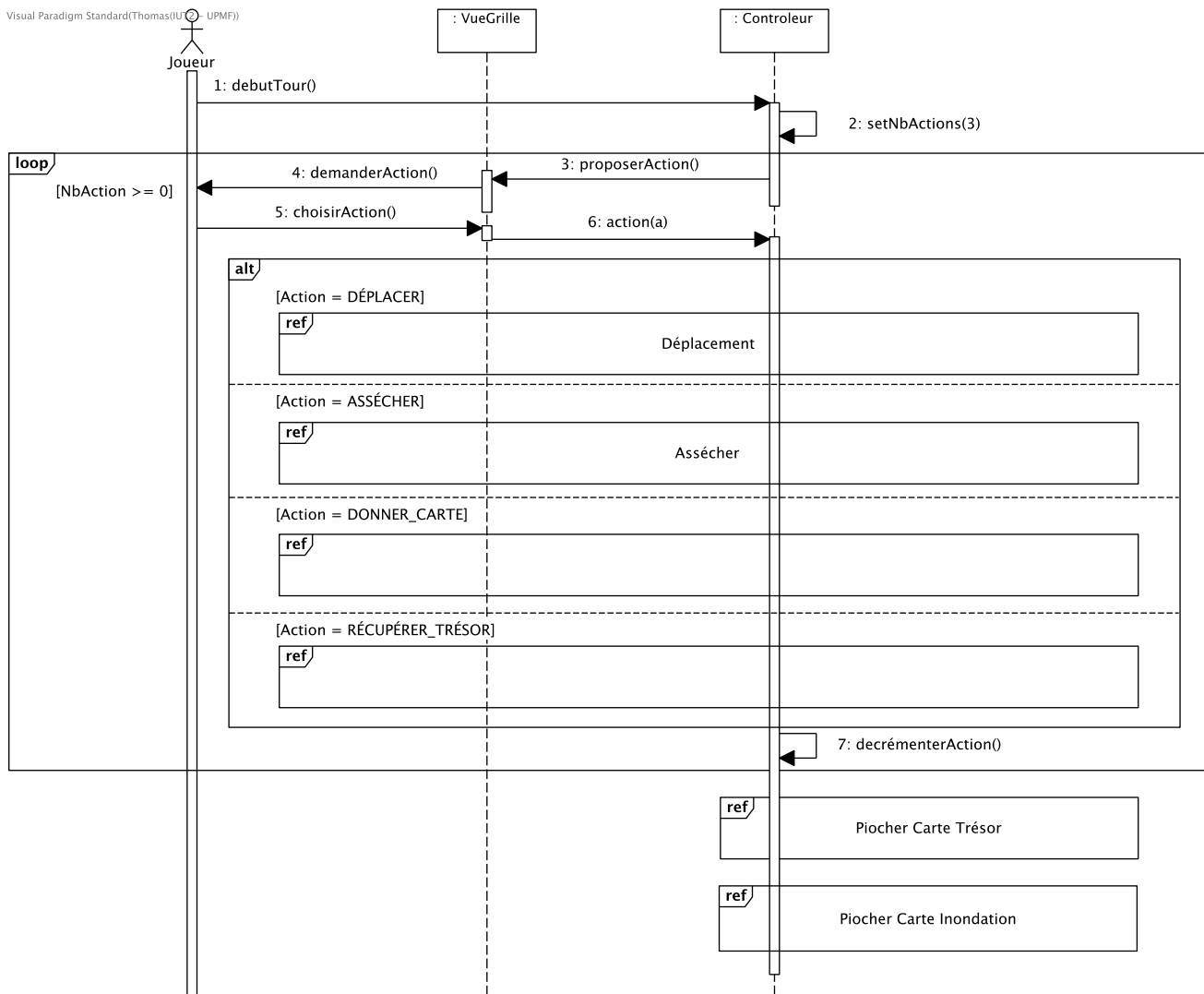
## 2. Diagramme de classes

Visual Paradigm Standard(Thomas/U12 - UPMF)

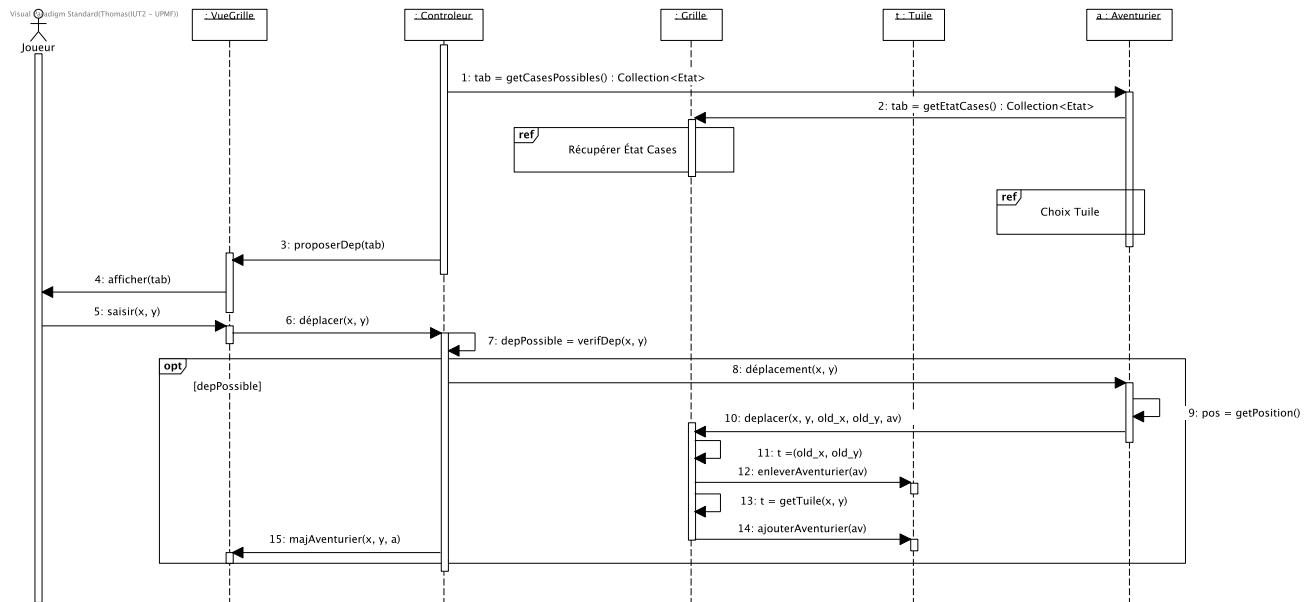


### 3. Tour de Jeu

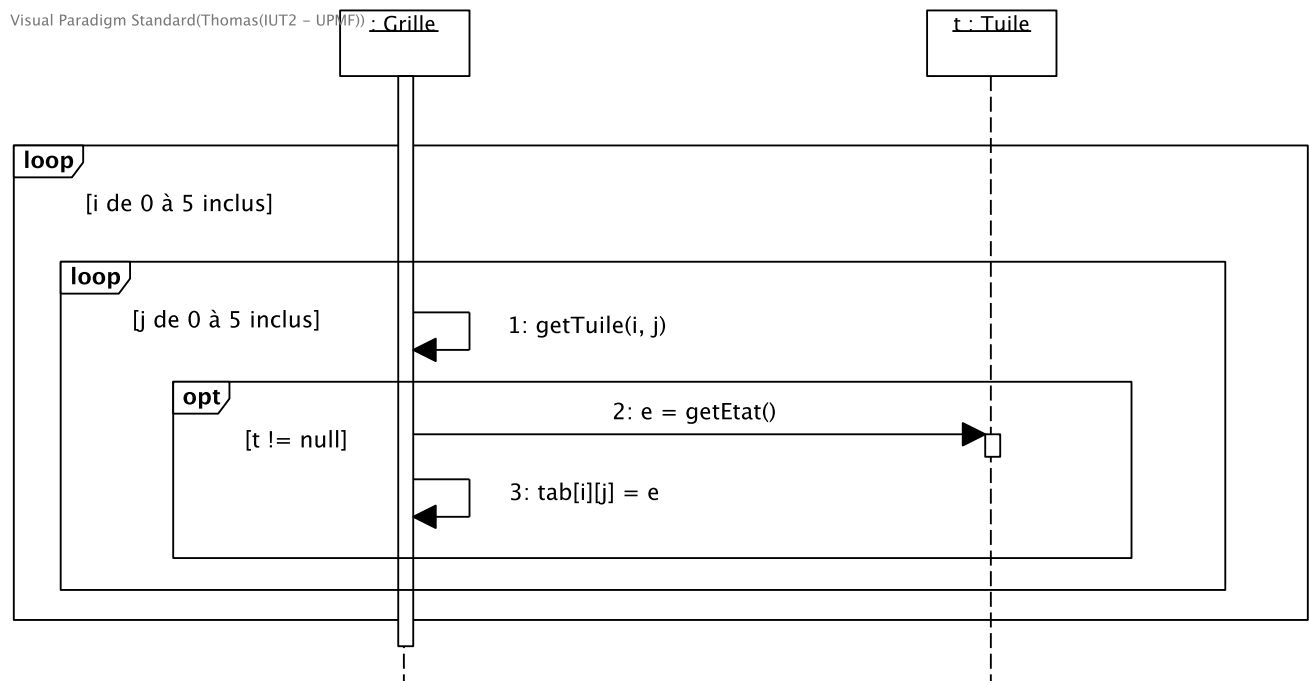
Visual Paradigm Standard(Thomas(U) UPMF)



## 4. Déplacement

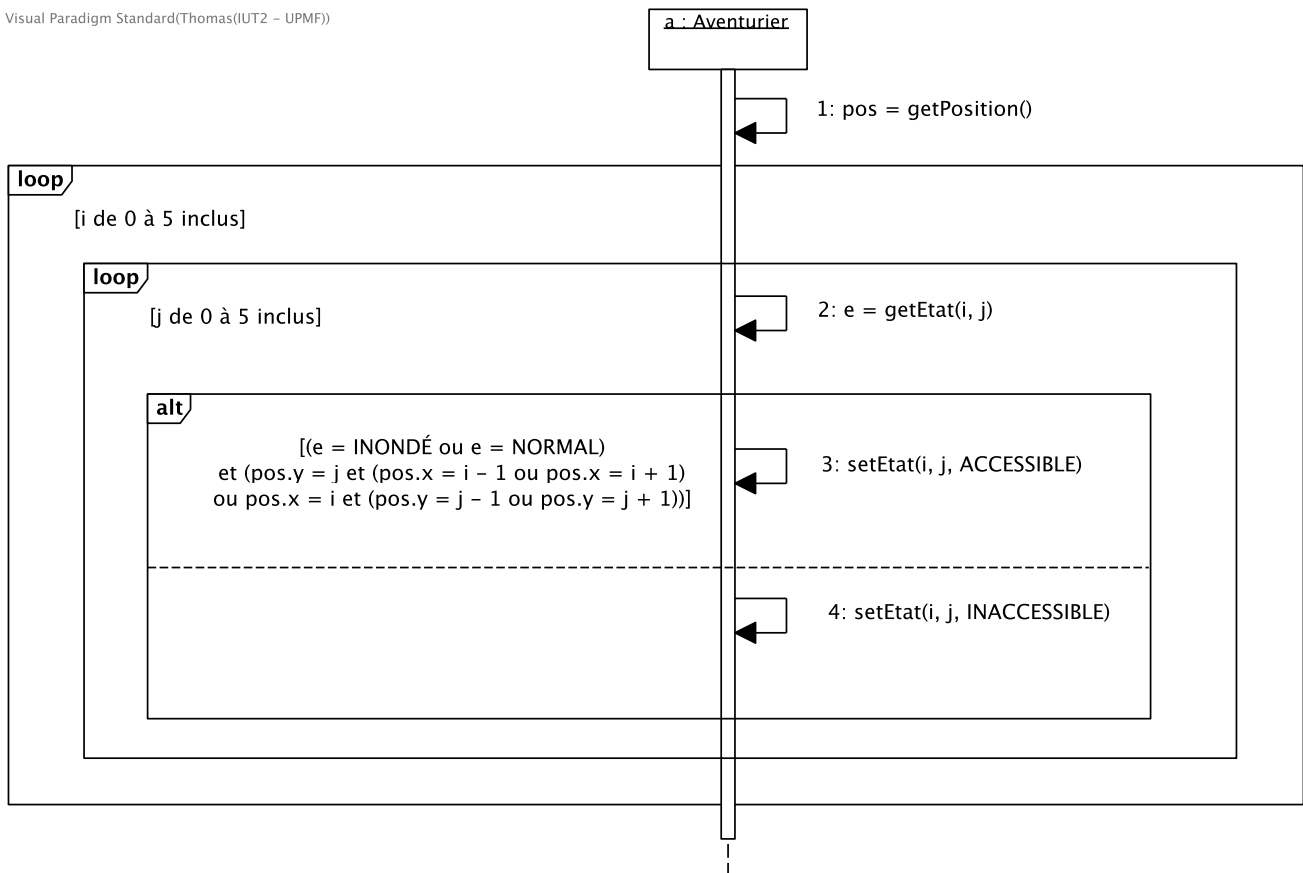


## 5. Récupérer État Cases



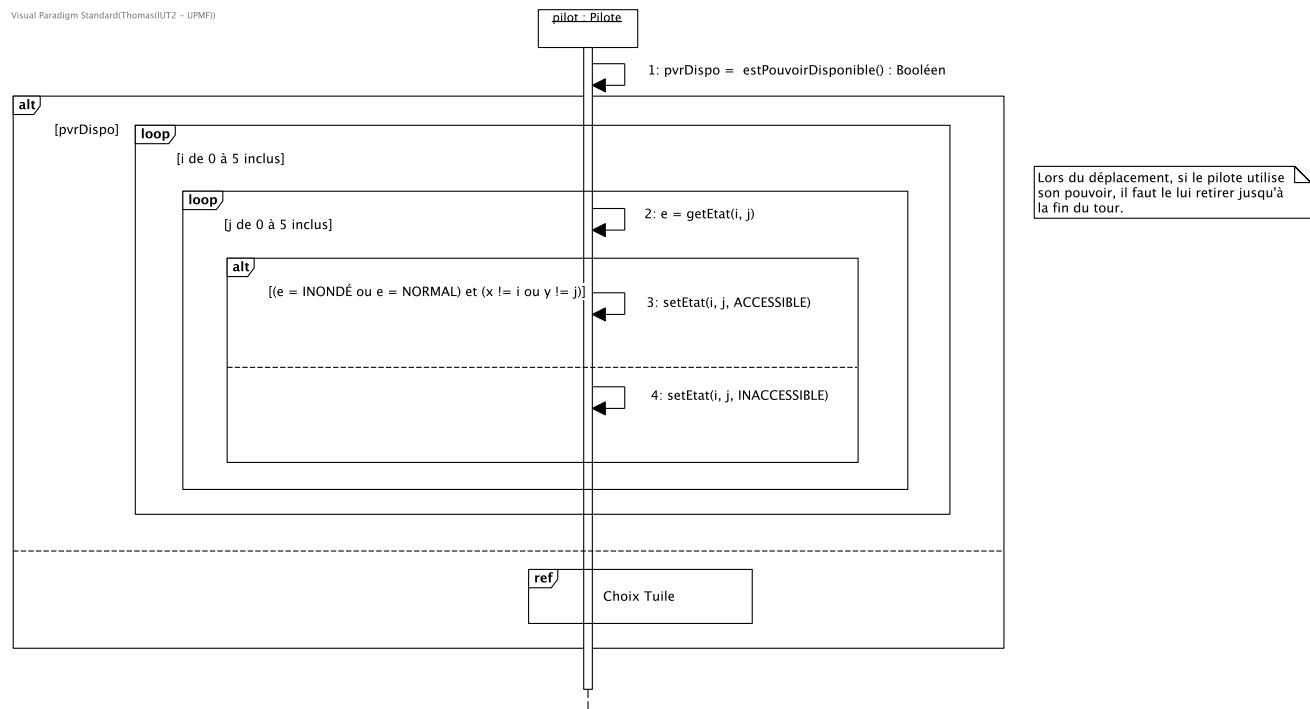
## 6. Choix Tuile

Visual Paradigm Standard(Thomas(IUT2 – UPMF))



## 7. Choix Tuile - Pilote

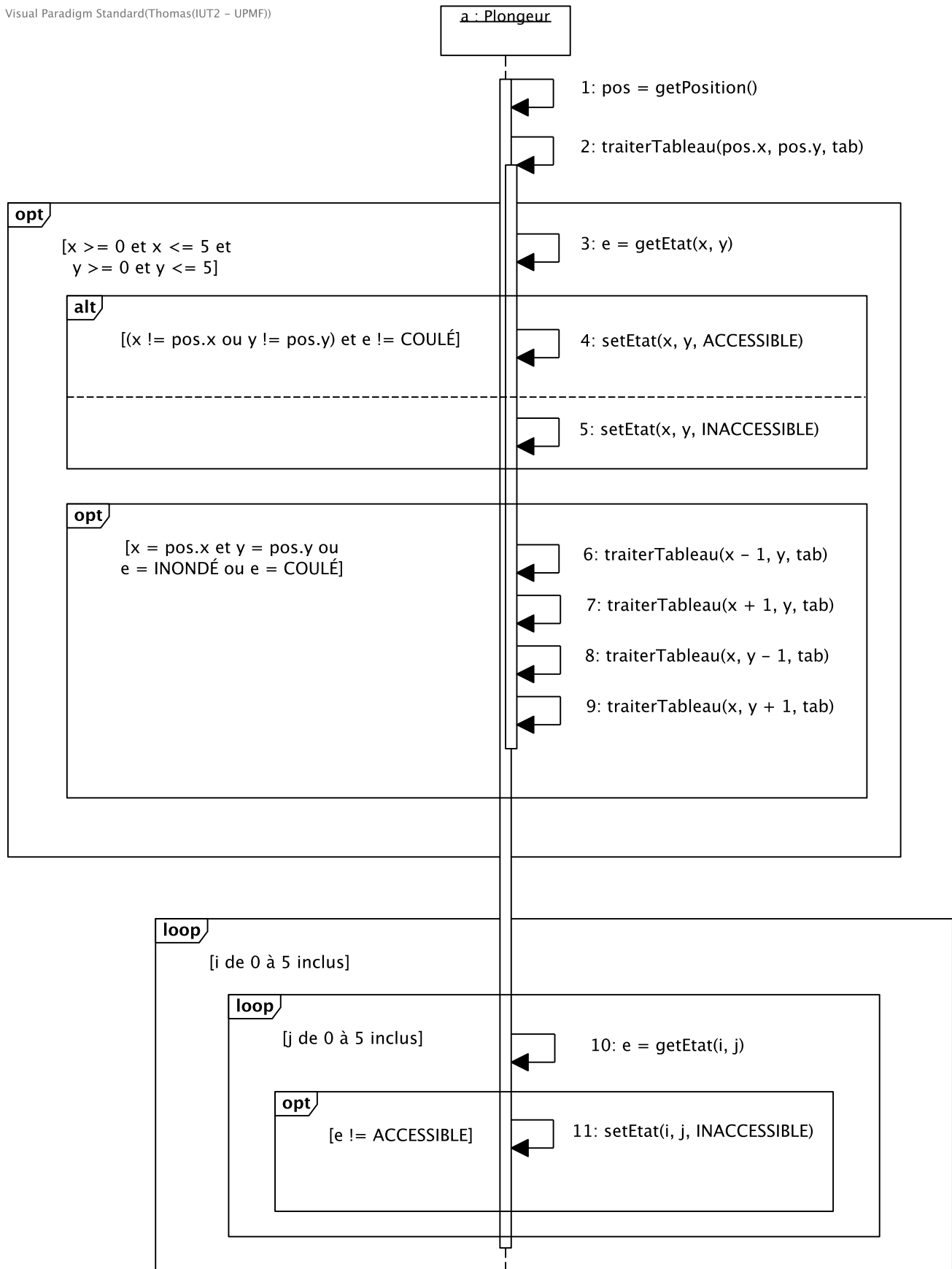
Visual Paradigm Standard(Thomas(IUT2 - UPMF))





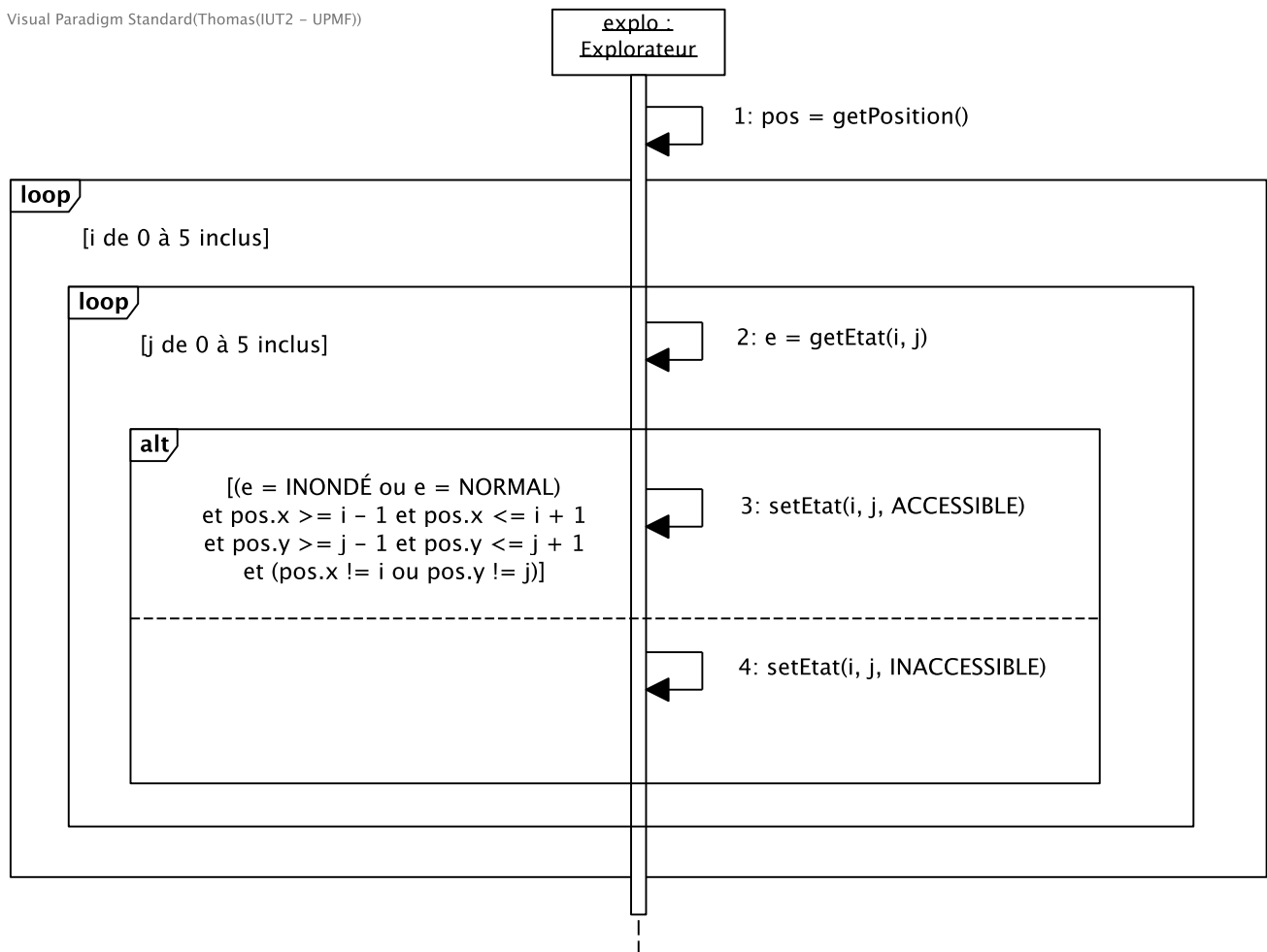
## 8. Choix Tuile - Plongeur

Visual Paradigm Standard(Thomas(IUT2 – UPMF))

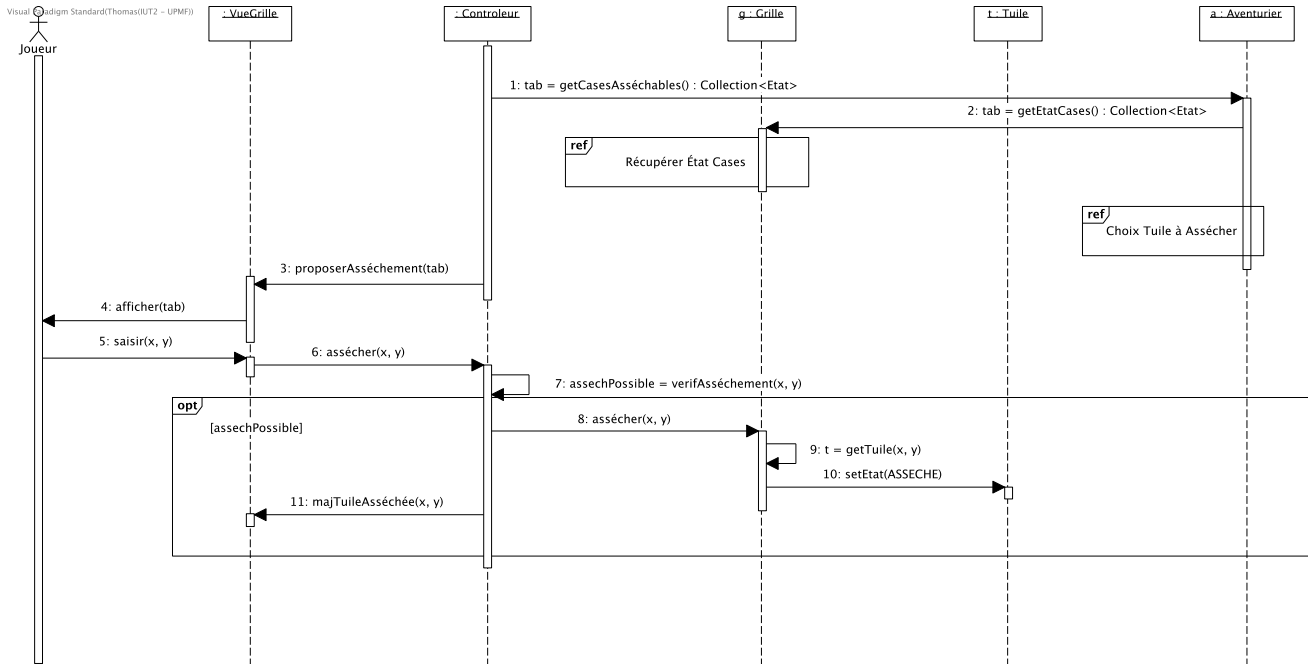


## 9. Choix Tuile - Explorateur

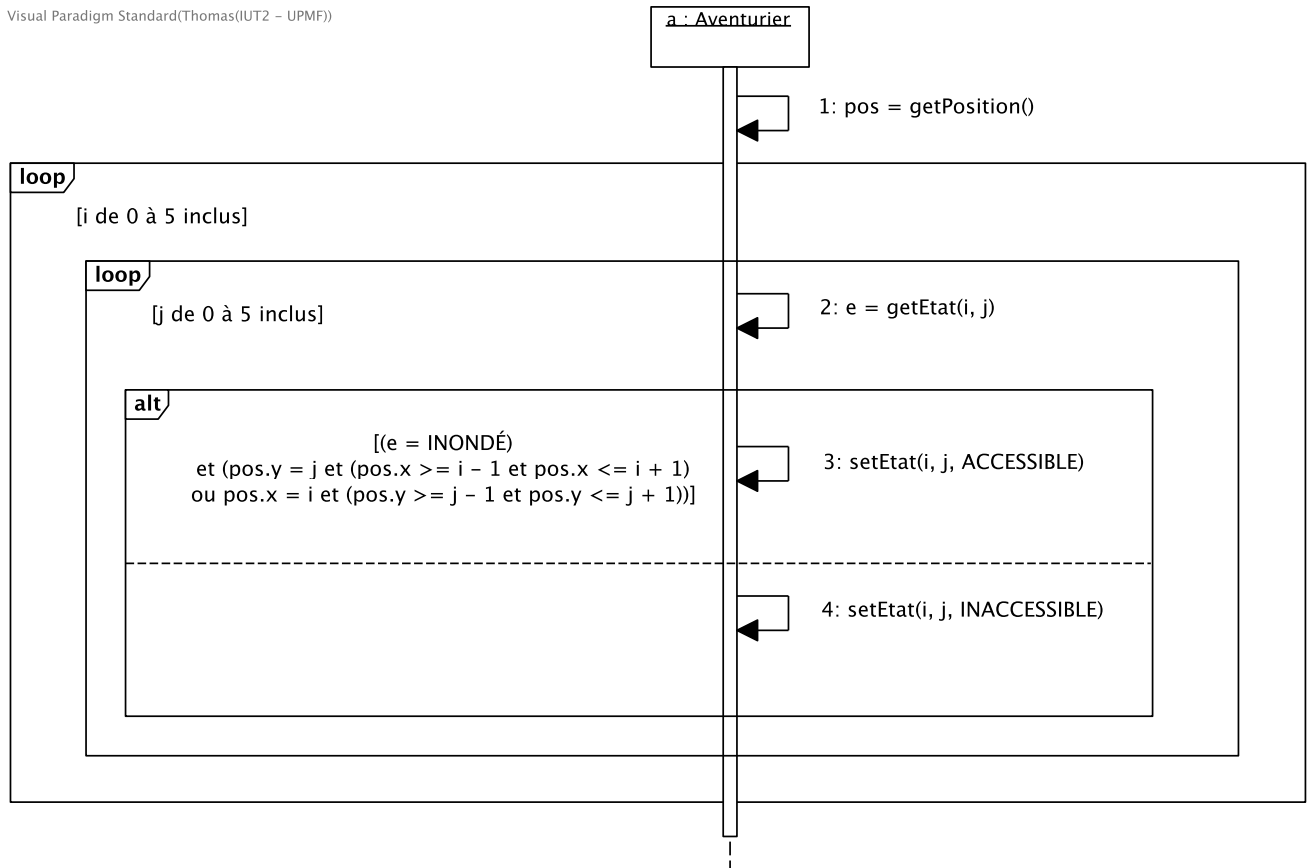
Visual Paradigm Standard(Thomas(IUT2 - UPMF))



## 10. Assécher

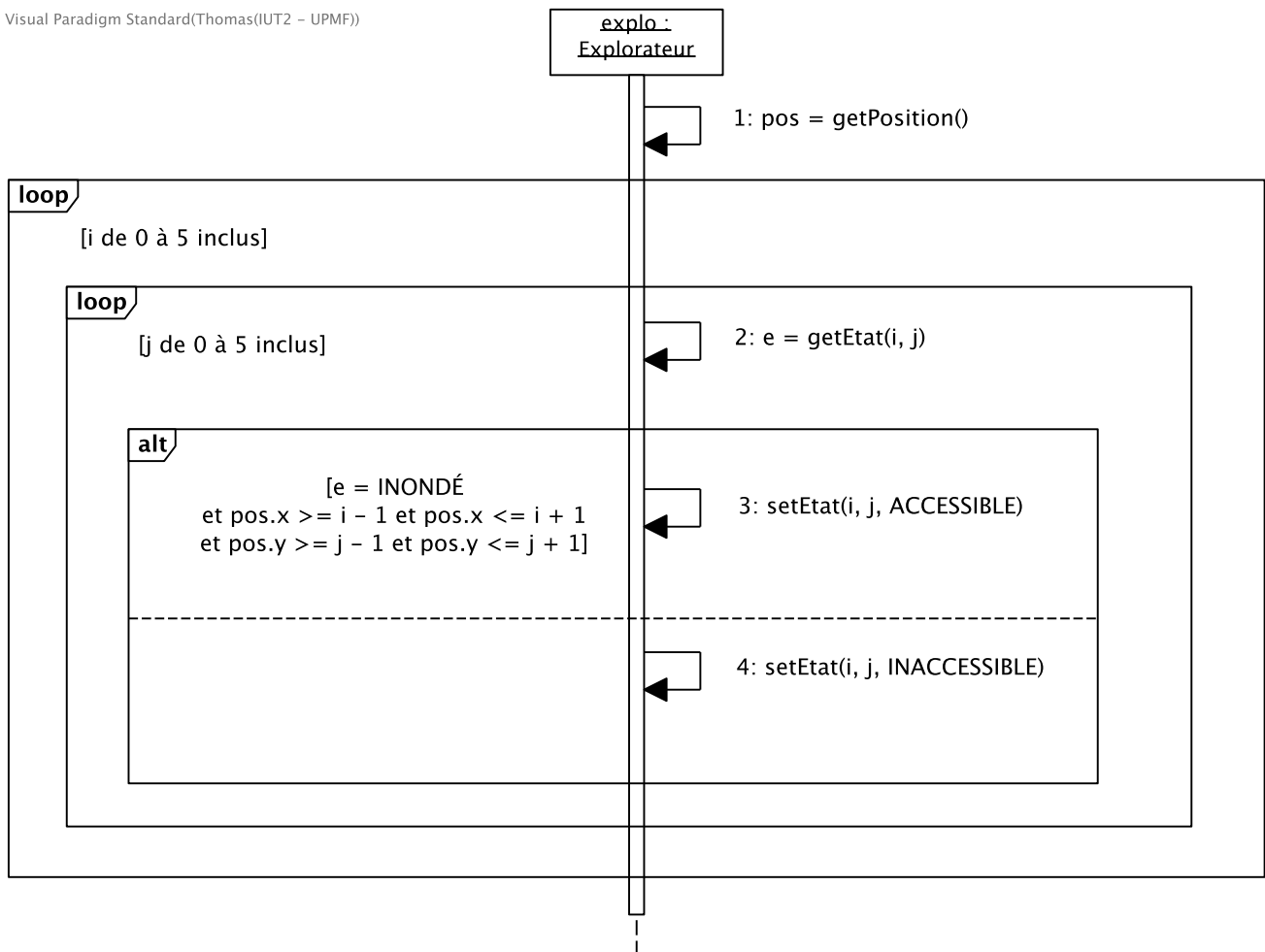


## 11. Choix Tuile à Assécher



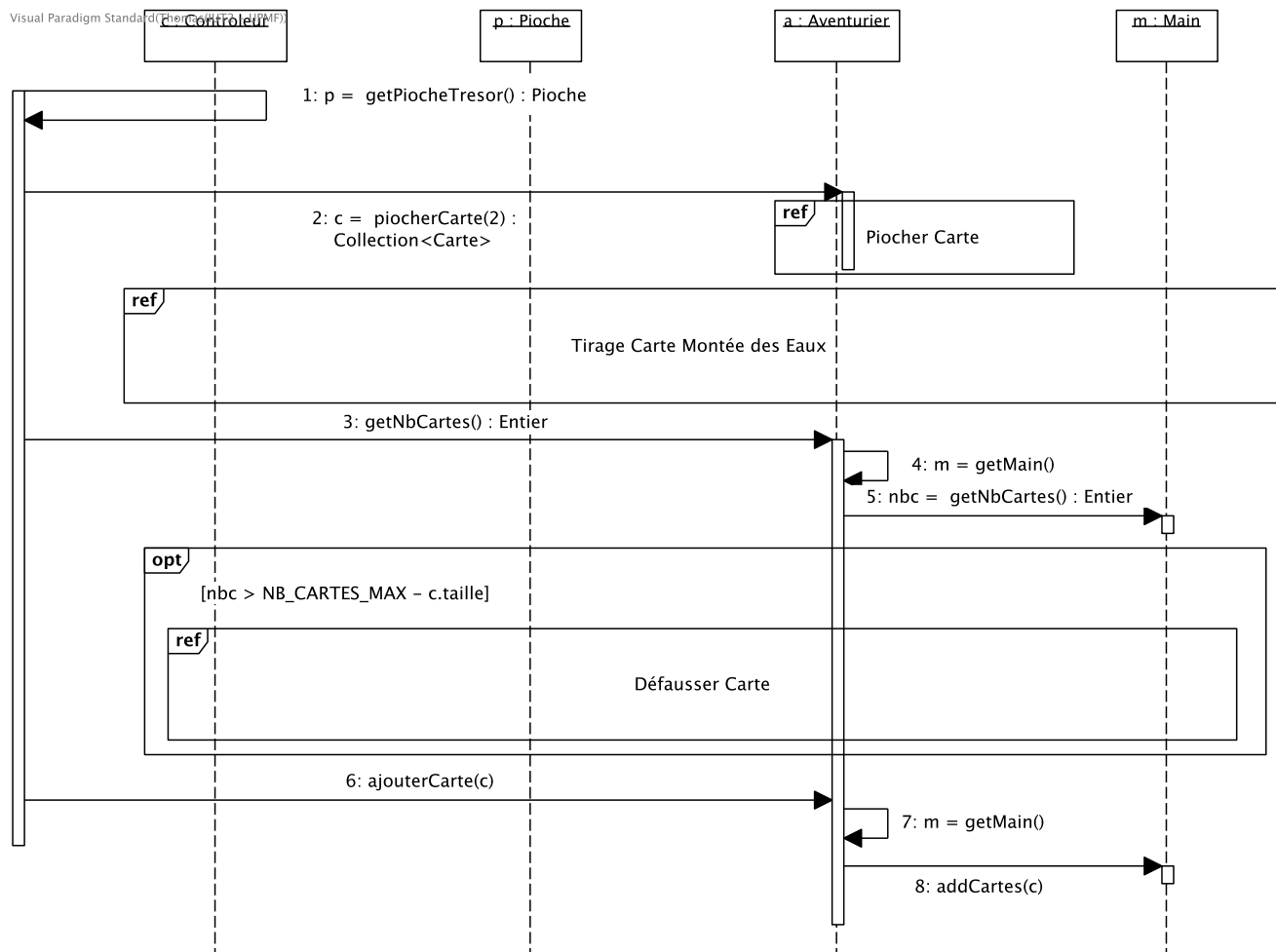
## 12. Choix Tuile à Assécher - Explorateur

Visual Paradigm Standard(Thomas(IUT2 - UPMF))



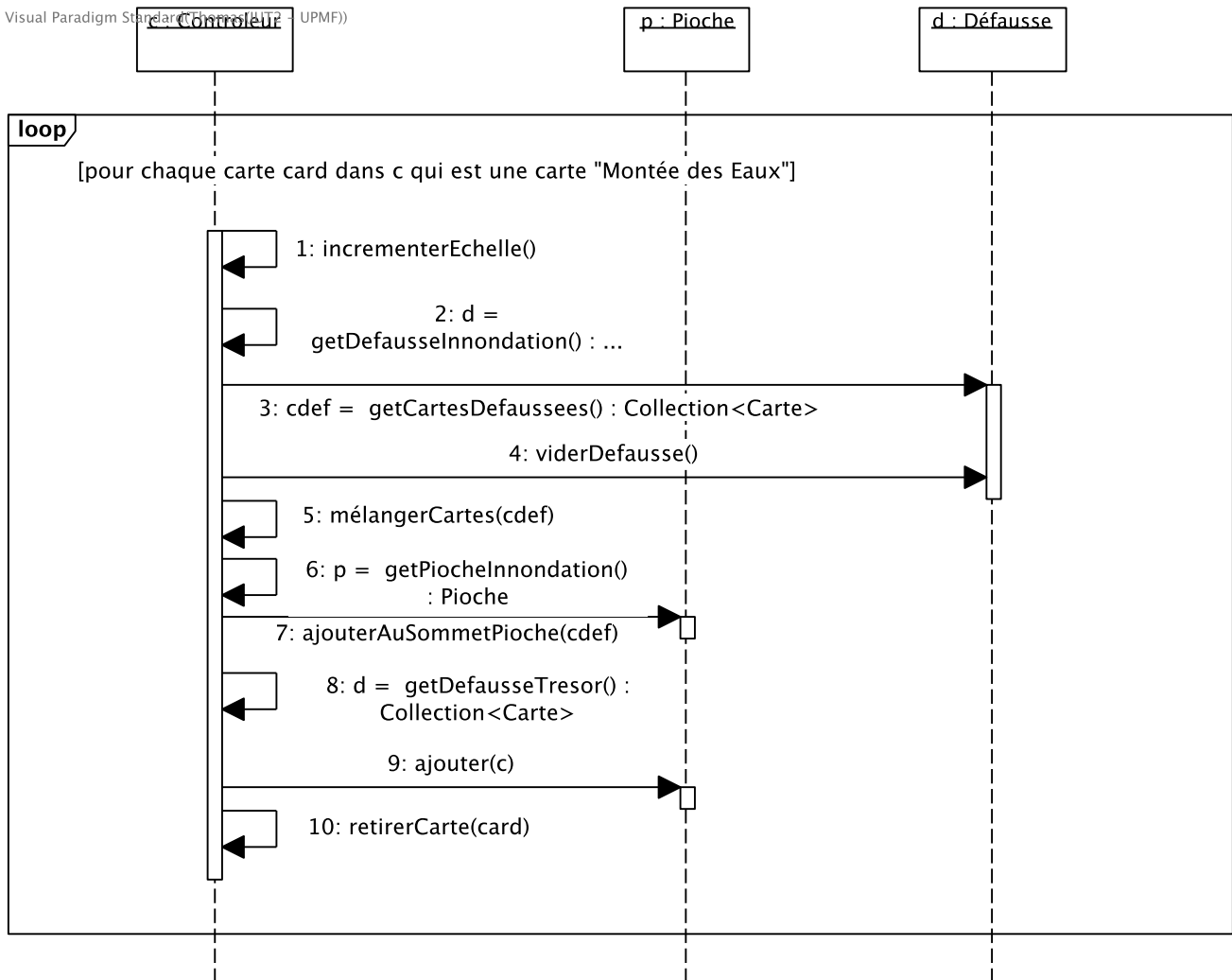
# 13. Piocher Carte Trésor

Visual Paradigm Standard (UML)



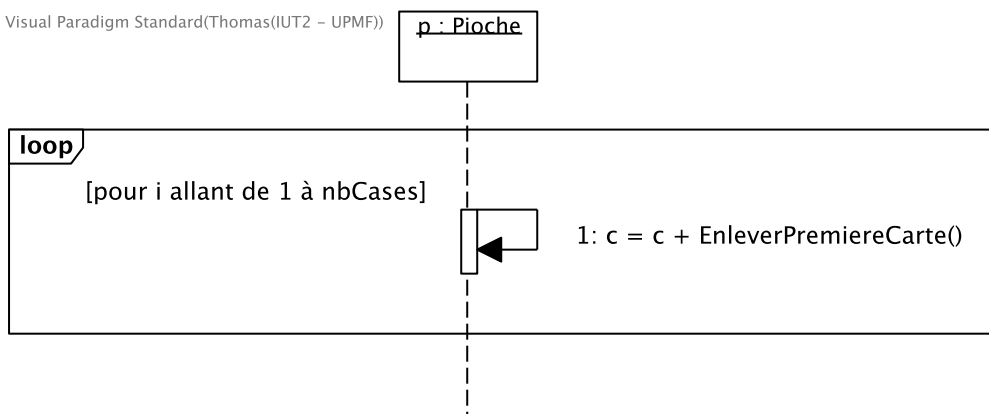
## 14. Tirage Carte Montée des Eaux

Visual Paradigm Standard(Thomas(IUT2 – UPMF))



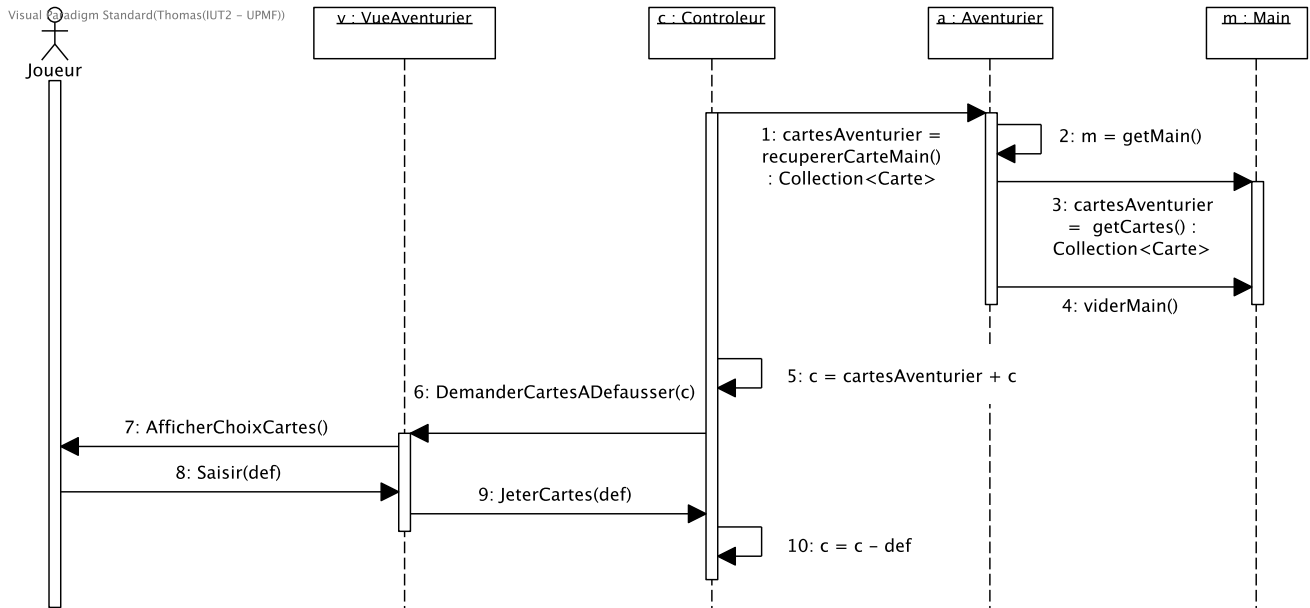
## 15. Piocher Carte

Visual Paradigm Standard(Thomas(IUT2 – UPMF))



## 16. Défausser Carte

Visual Paradigm Standard(Thomas(UT2 - UPMF))



## 17. Piocher Carte Inondation

Visual Paradigm Standard(Thomas(UT2 - UPMF))

