




Projet Civilization L3 Informatique

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An aerial view of a Civilization game world. The landscape features rolling green hills, a winding river, and a range of snow-capped mountains. Several cities are visible, each with unique architectural styles: one with a large blue dome, another with a tall stone tower, and a third with a large pyramid. The terrain is divided into different colored regions (green, brown, blue) representing different biomes or resources. The text is overlaid on the right side of the image.

Objectif: Bâtir une civilisation

Jeu de stratégie tour par tour

4X: Explore, Expand, Exploit,
Exterminate

Mélange des différentes
versions(1 à 6)

An aerial view of a city in Sid Meier's Civilization VI. The city is built on a hillside overlooking a body of water. It features a mix of classical and modern architecture, including a large stadium, a bridge, and several tall buildings. The surrounding landscape is green and hilly, with some industrial structures visible in the distance.

Exploration, expansion et conquête militaire
avec des unités

Development économique, scientifique,
culturel avec les mécanismes des villes

Interactions: Fonder ville, construire district,
déplacer et attaquer avec des unités

Classes: Ville, District avec héritage,
Tile(cases), Unité avec multiples niveaux
d'héritage

- Editeur: microprose (original)
- Guide/mécaniques(version6):<https://guides.gamapressure.com/sidmeierscivilization6/guide.aspx?ID=37565>