JDBCAccess

+initiationBDD(connection connect, Statement dec): Statement +JDBCPersonnage(int choix): Personnage +JDBCMonstres(MonstresCommuns[]): MonstresCommuns[]

InterfaceCombat

-Game game

-Combat combat -boolean initcombat -image imageJoueur

-image imageMonstre -image imageOrc

-image imageMurloc -image imageMage -image imageGuerrier

+init(GameContainer container, StateBasedGame interfJeu) throws SlickException

+render(GameContainer container, StateBasedGame game, Graphics g) throws SlickException

+update(GameContainer container, StateBasedGame interfJeu, int delta) throws SlickException

+initCombat() +setimagejoueur() +setImageMonstre() +messageFinDeCombat(String message) +checkCombat() +magInformations(int frappe, char typeAttaquant)

+actionPerformed(ActionEvent

InterfaceCreationPersonnage

-Game game -Image image

container)

-TextField champPseudo -int choixClasse -boolean confirm -Rectangle rectangle -float xRectangleConfirm -float yRectangleConfirm

+init(GameContainer container, StateBasedGame interfJeu) throws SlickException

+render(GameContainer container, StateBasedGame game, Graphics g) throws SlickException

+update(GameContainer container, StateBasedGame interfJeu, int delta) throws SlickException

+getID():Int

+mouseClicked(int button, int x, int y, int clickCount)

InterfaceCarte

-AppGameContainer appGame -GameContainer container; -Player player -Camera camera -TriggerController triggers

-Hud hud -Game game

-Music bbackground +init(GameContainer container, StateBasedGame game) throws SlickException

+render(GameContainer container, StateBasedGame game, Graphics g) throws SlickException

+update(GameContainer container, StateBasedGame interfJeu, int delta)

throws SlickException +launchMap(Game game) throws

+randomCombat():boolean +getID(): int

-int choix

SlickException

+init(GameContainer container, StateBasedGame interfJeu) throws SlickException

+render(GameContainer container, StateBasedGame game, Graphics g) throws SlickException

+update(GameContainer container, StateBasedGame interfJeu, int delta)

+getID():Int

+mouseClicked(int button, int x, int y, int clickCount)

CELLE-CI EST COMPLETE!

-Image playersBars +init() +render(Graphics g)

Camera

-Player player -float xCamera -float yCamera +place(GameContainer container, Graphics g) +update(GameContainer container)

-AppGameContainer appGame -Game game +launchMap() throws SlickException +initStatesList(GameContainer arg0) throws slickException

-Game game -Image image

throws SlickException

+initialiserTableauxPersonnages

Carte (MAP atm) -tiledMap tileMap +init() throws SlickException +isCollision(float x, float y) : Boolean

+renderBackground()

+renderForeGround()

Les Accesseurs n'ont pas été ajouté intentionnellement!



