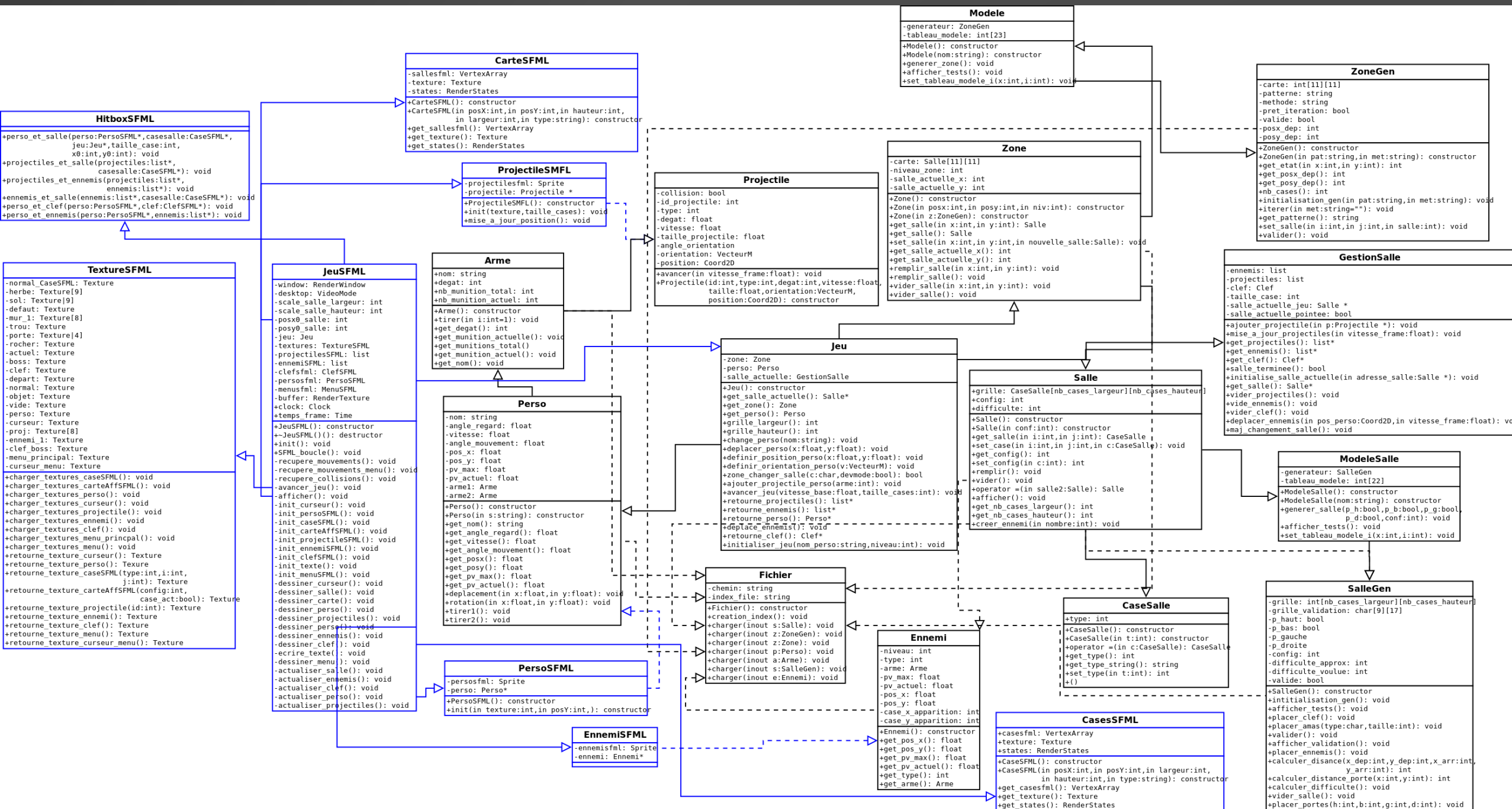


MURMURE



VILLERMET Quentin

SUBLET Gary



Le module JeuSFML



SFML

`sf::Mouse` Class Reference

`sf::VertexArray` Class Reference

`sf::Sprite` Class Reference

`sf::Joystick` Class Reference

`sf::RenderTexture` Class Reference

`sf::Window` Class Reference

`sf::Keyboard` Class Reference

`sf::Rect< T >` Class Template Reference

`sf::Texture` Class Reference

Initialiser

Début Boucle

Récupérer Entrées




Avancer jeu

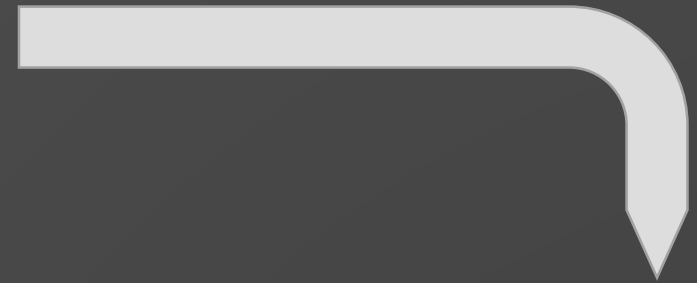
Mettre à jour Sprites

Dessiner les Sprites

Fin Boucle

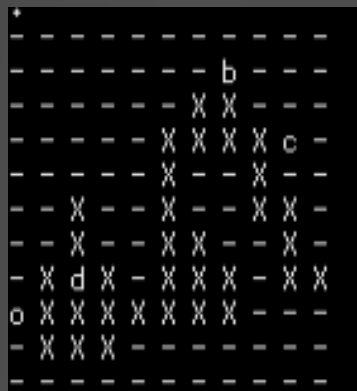
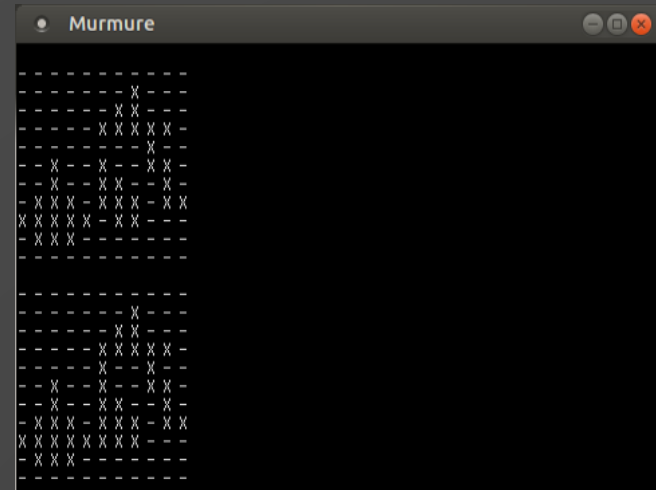
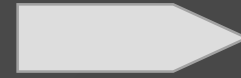
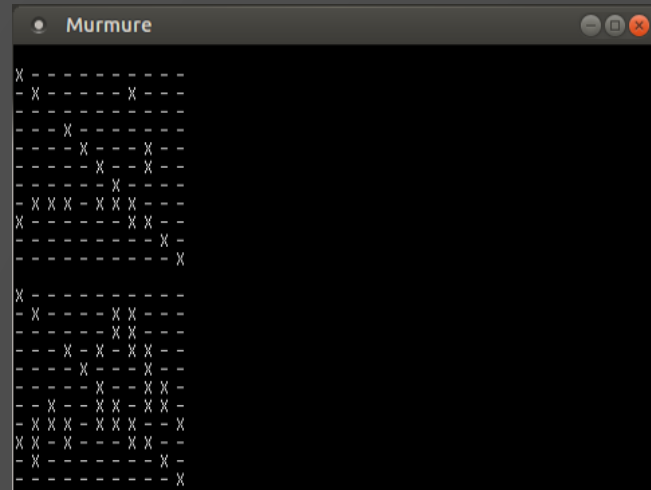
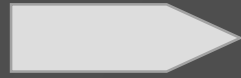
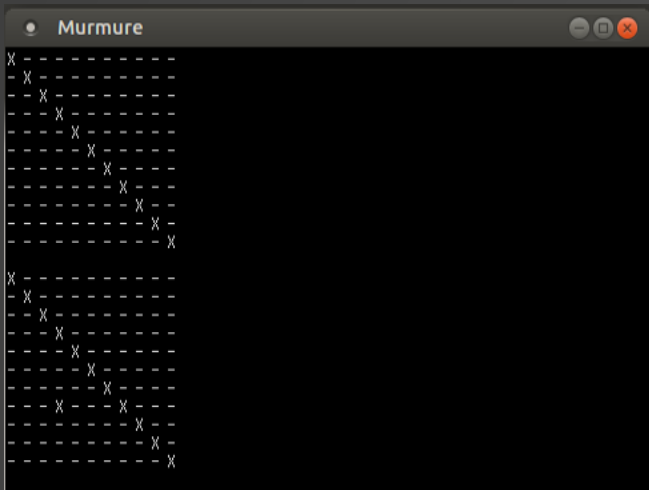
Le module Fichier

 0_1.cfg	29/04/2017 15:26	Fichier CFG	1 Ko
 1_1.cfg	29/04/2017 15:26	Fichier CFG	1 Ko
 2_2.cfg	29/04/2017 11:43	Fichier CFG	1 Ko

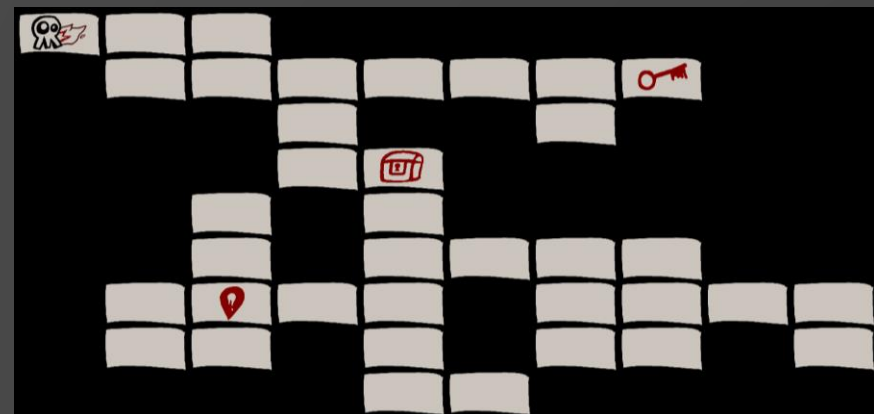
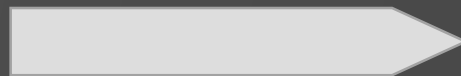


```
1 id_arme=1
2 nv_arme=1
3 id_projectiles=0
4 degats_projectiles=10
5 munitions_max=100
6 vitesse=7000
7 taille_projectile=0.5
8 cadence_tir=0.5
```

Le module ZoneGen



En jeu...



En Conclusion