

For this project, we implemented strictly everything that was on the website:

<http://www.reveillere.fr/POO/projet/index.html> (no less, no more)

Everything worked as intended but there were some points of blur in the instructions so we decided.

For the `beeMoveFrequency` we chose to do X movement every seconds instead of 1 movement every X seconds.

For the `energyRecoverDuration` we decided that the player would gain 1 energy every X seconds.

For the `diseaseDuration` we decided to make one timer for each disease. Example: you take one poisoned apple (the duration is X seconds but, in this example, we take 5), 3 seconds later you take another one, it will not reset the timer. You will lose a first disease after 2 more seconds and then lose the second one after 5 seconds.

For the doors, there is at max 1 door to the next level and 1 door to the previous level (you can only go to a level from another using 1 path).

When you load a level, all bees are reset, even if you already took them previously.