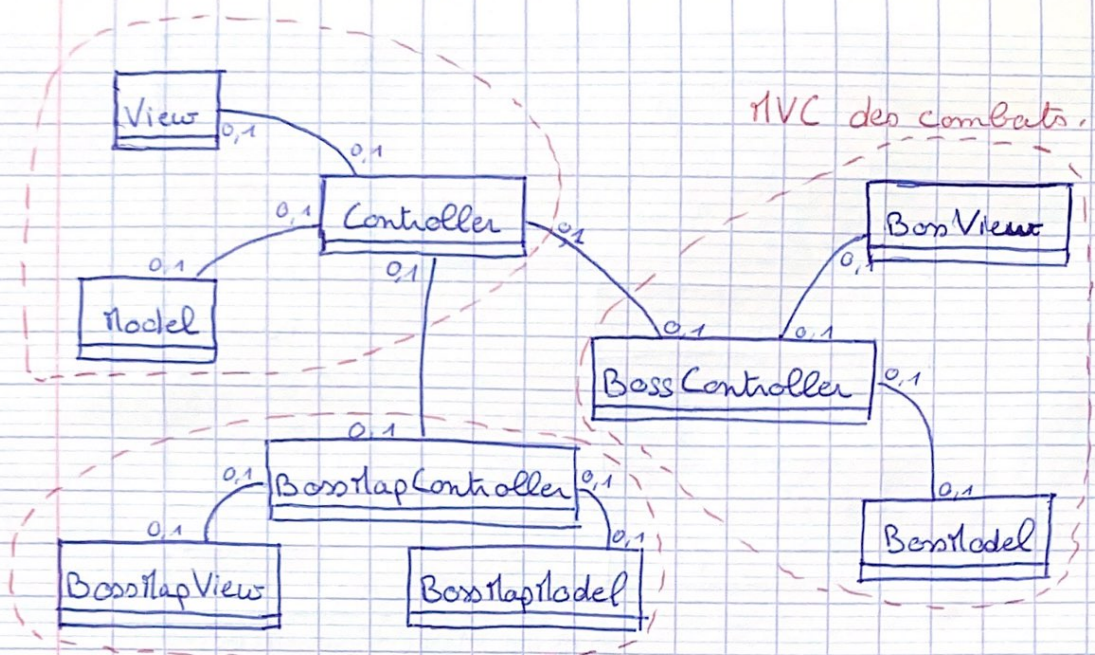
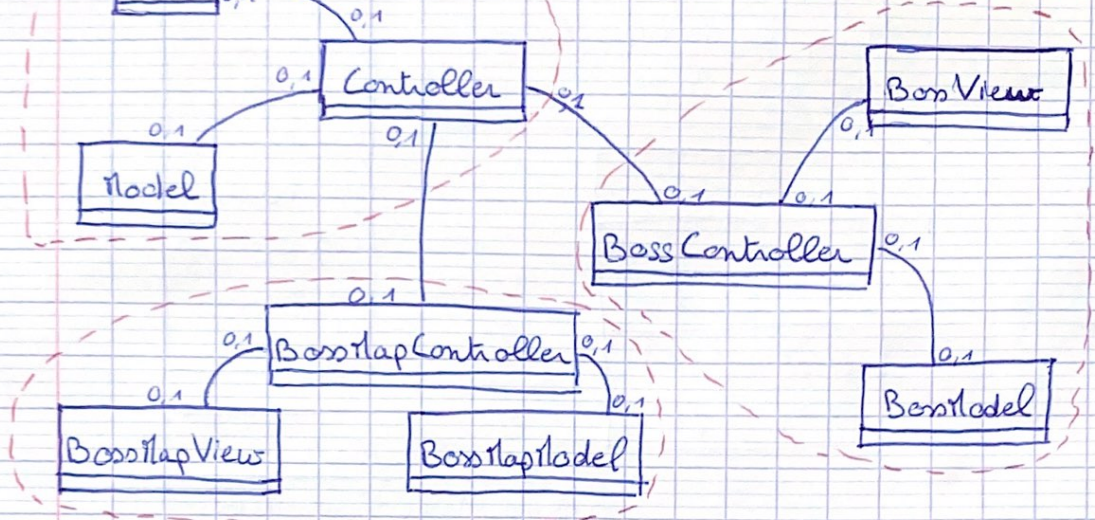


MVC de la map principale



MVC des combats



MVC de la map finale

Controller
Model characterModel
View characterView
BossModel bossModel
BossView bossView
BossController bossController
List<int> numbers
createBossModelViewController()
createBosslapModelViewController()
Getteurs / Setteurs

View
ImageView player
ImageView PN3
updatePosition(int x, int y)

Model
double X
double Y
int victory
Getteurs / Setteurs
boolean isCharacterNearPN3()
boolean isCharacterNearHouse()
boolean isCharacterNearBoss()
showRules()

BossView Controller
BossModel bossModel
BossView bossView
View characterView
Controller characterController
Model characterModel
createModelView()

BossView

ImageView player / prj

ImageView rock / paper / scissors

String resultat

BossMapView

ImageView player

ImageView boss

updatePosition()

int x, int y)

BossMapModel

double x, y

Guettetes

Settetes

bool isCharacter

Near Boss()

bool isCharacter

Near Previous

Map()

BossMapController

BossMapModel BossMapModel

BossMapView BossMapView

Model characterModel

View characterView

Controller characterController

createModelView()