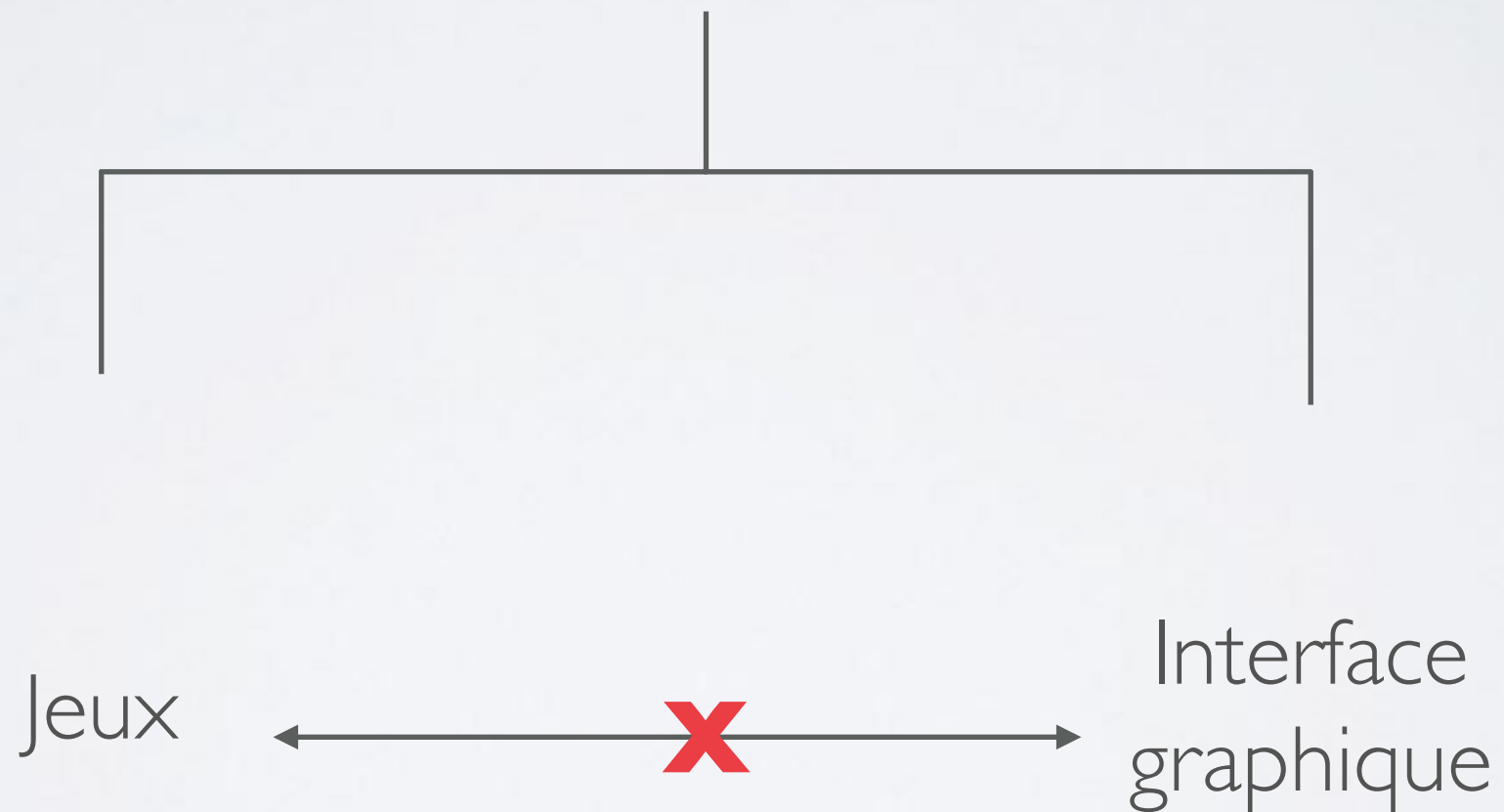


# ARCADE

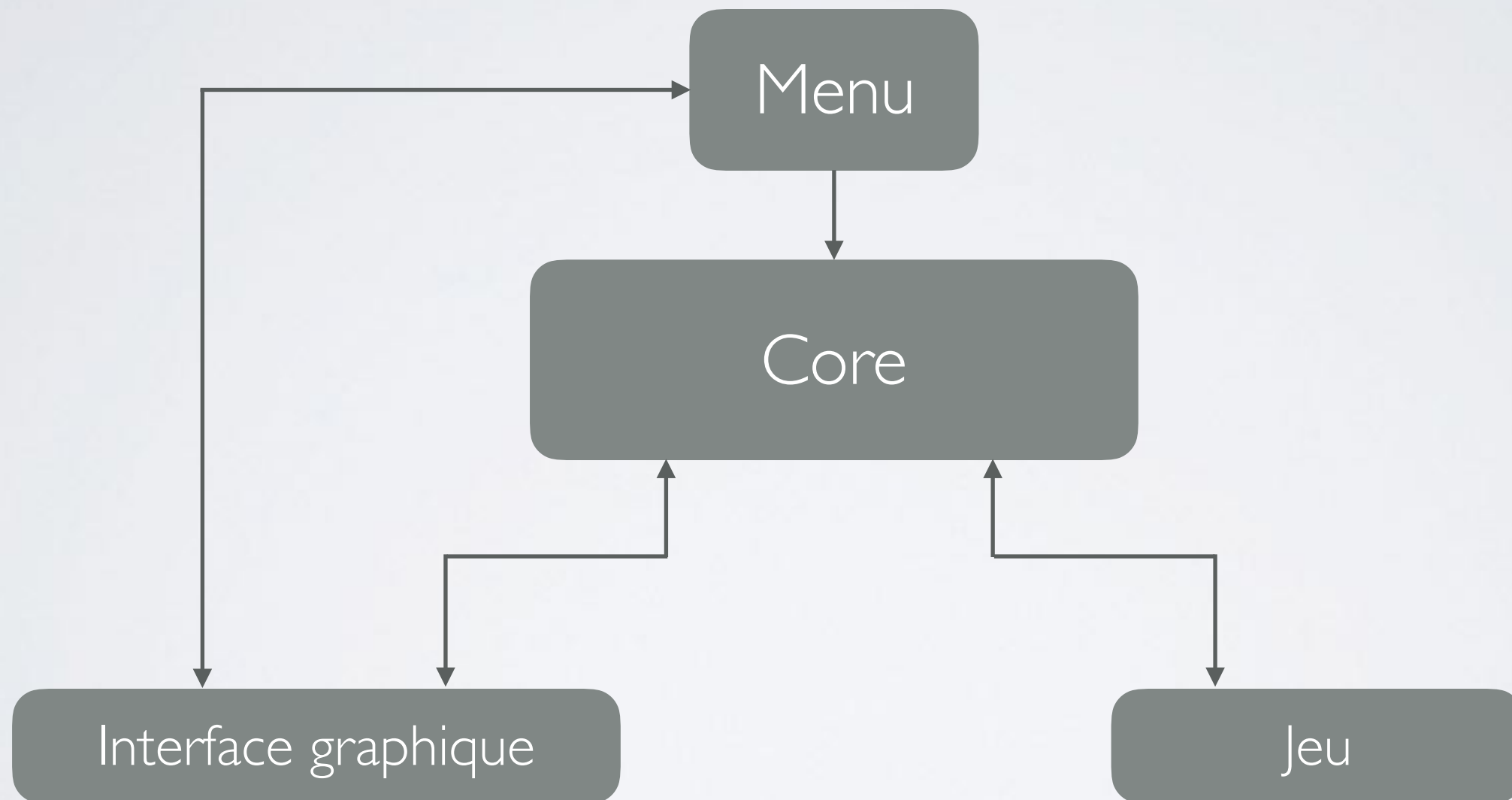
Votre borne d'arcade virtuelle

# ARCADE - Concept

Librairie dynamique



# ARCADE - Concept

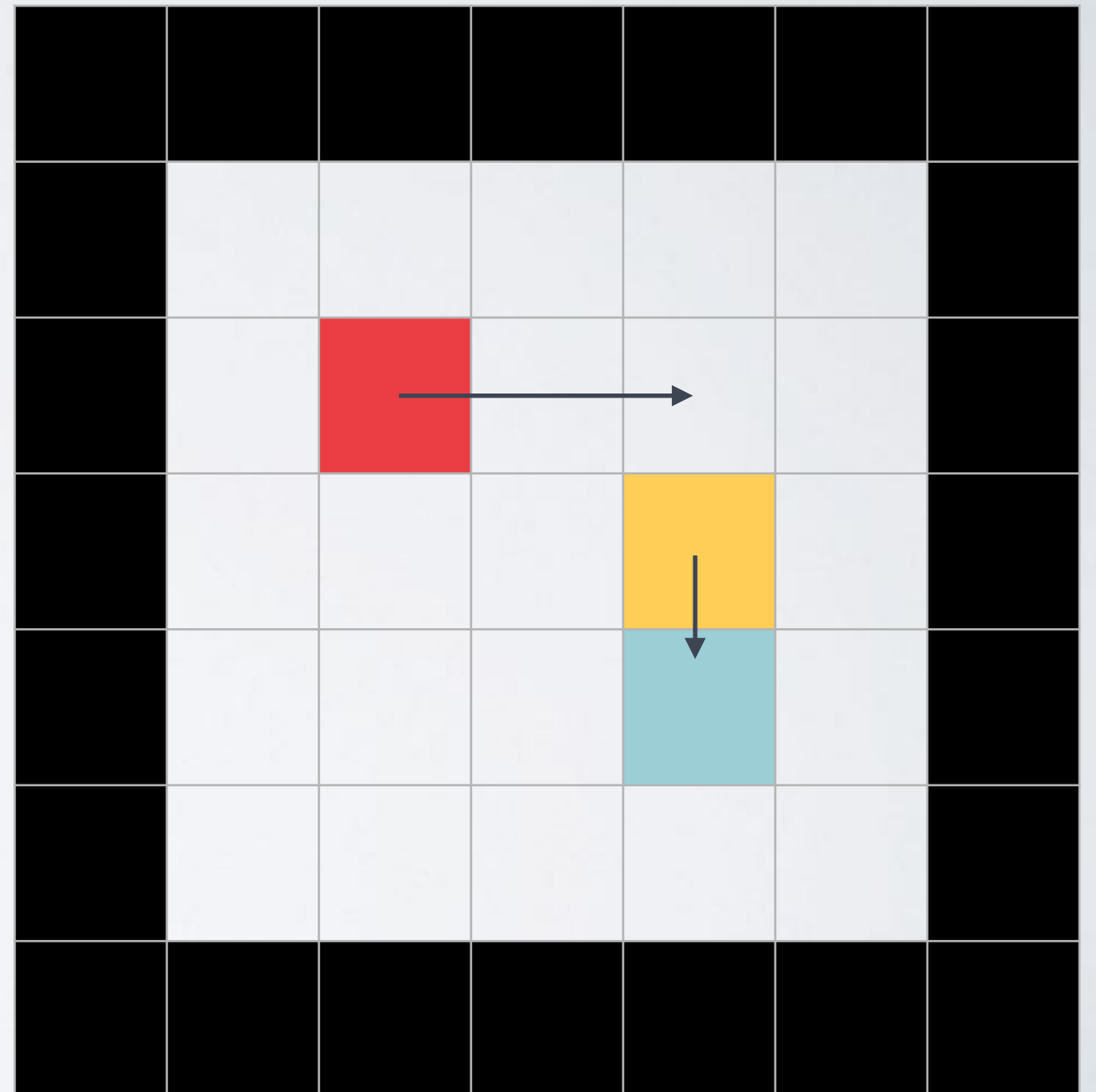


# ARCADE - Jeux

- Librairie dynamique
- Calculs
- Héritage

# Exemple

- Position joueur / IA / Objet
- Collision entre entités
- Mouvement

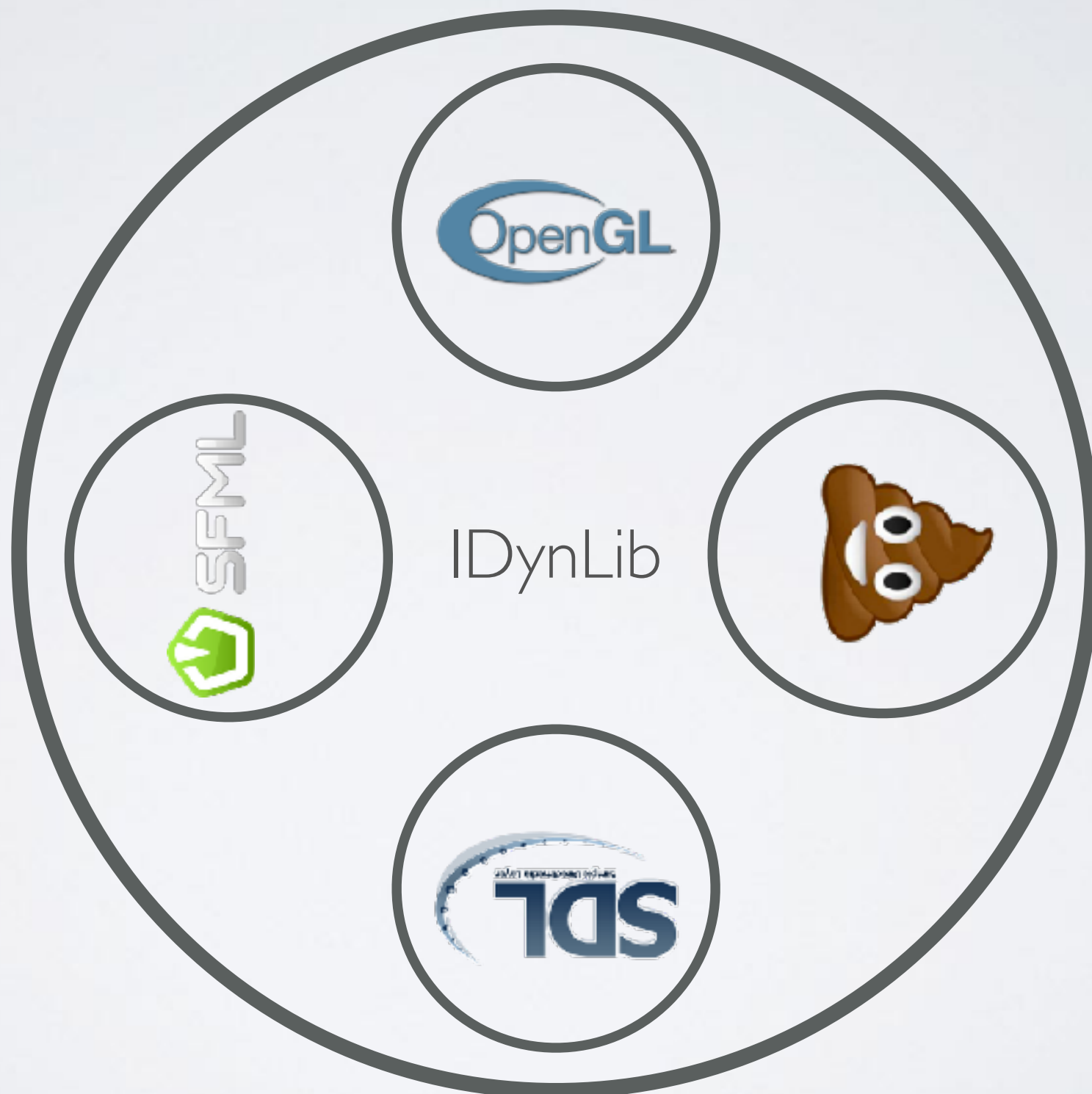


# ARCADE - Interface Graphique

- Librairie dynamique
- Affichage
- Interface IDynLib

# Exemple

Librairie actuelle



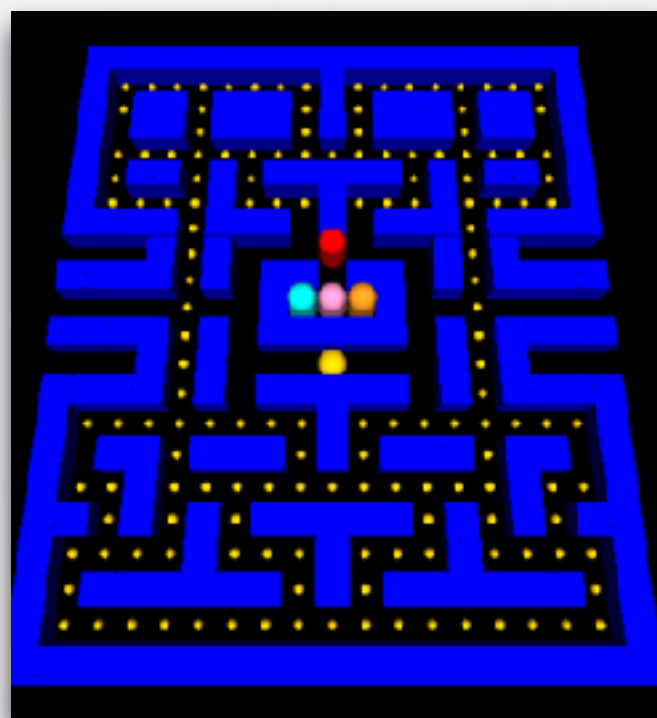
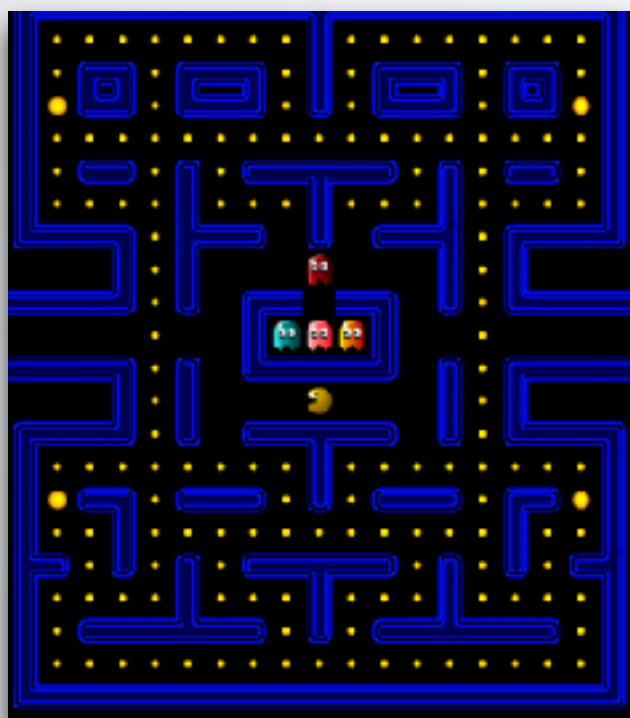
# ARCADE - Réalisation

- 1 menu
- 3 jeux
- 3 librairies graphiques



# ARCADE - Nos jeux

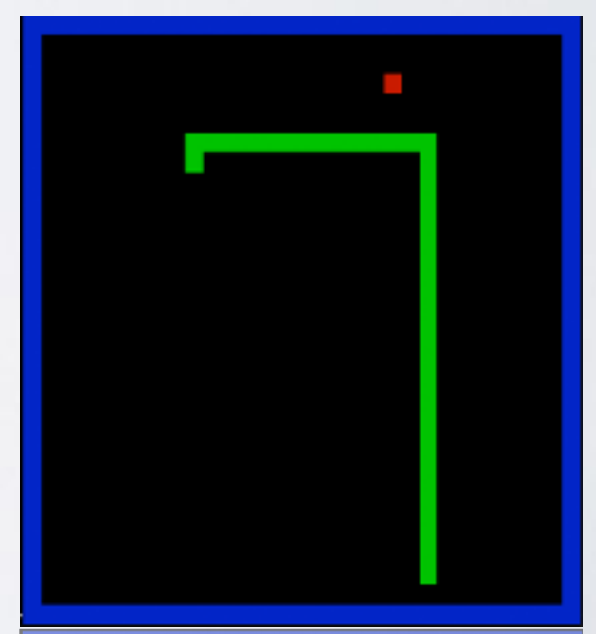
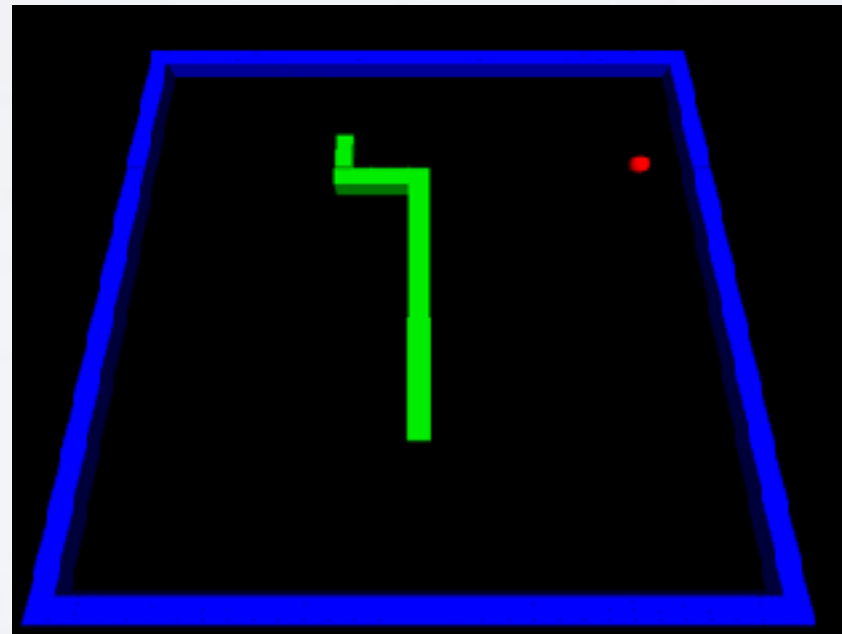
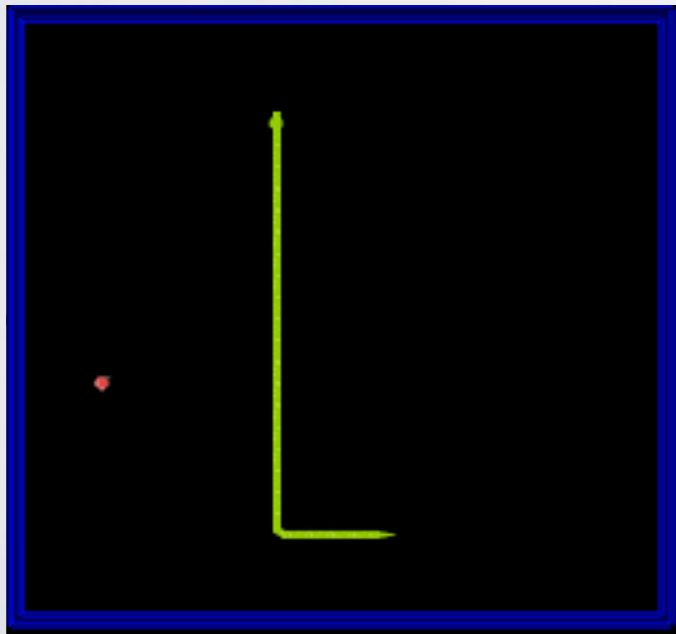
PAC-MAN



# ARCADE - Nos jeux

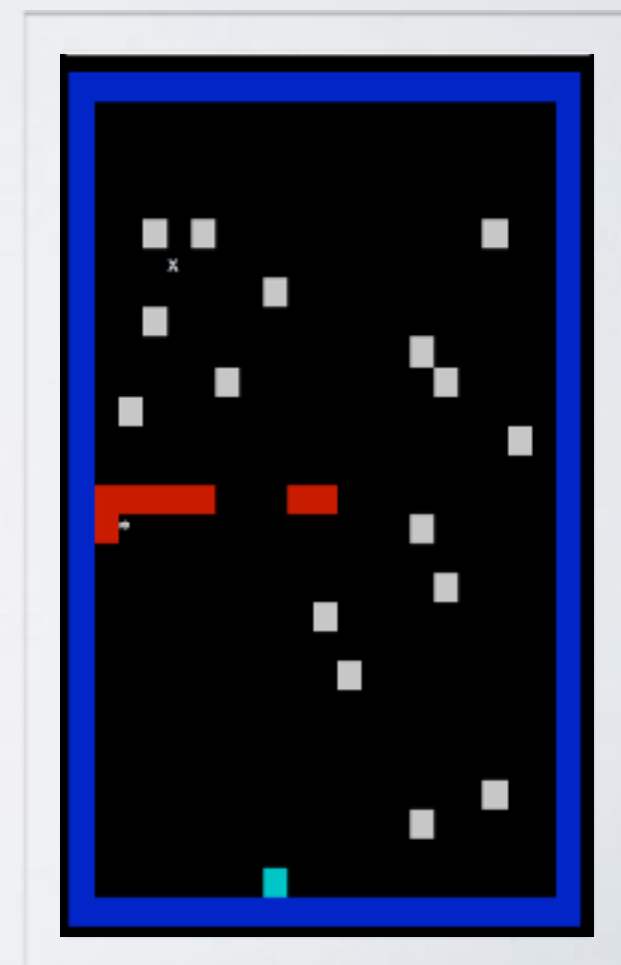
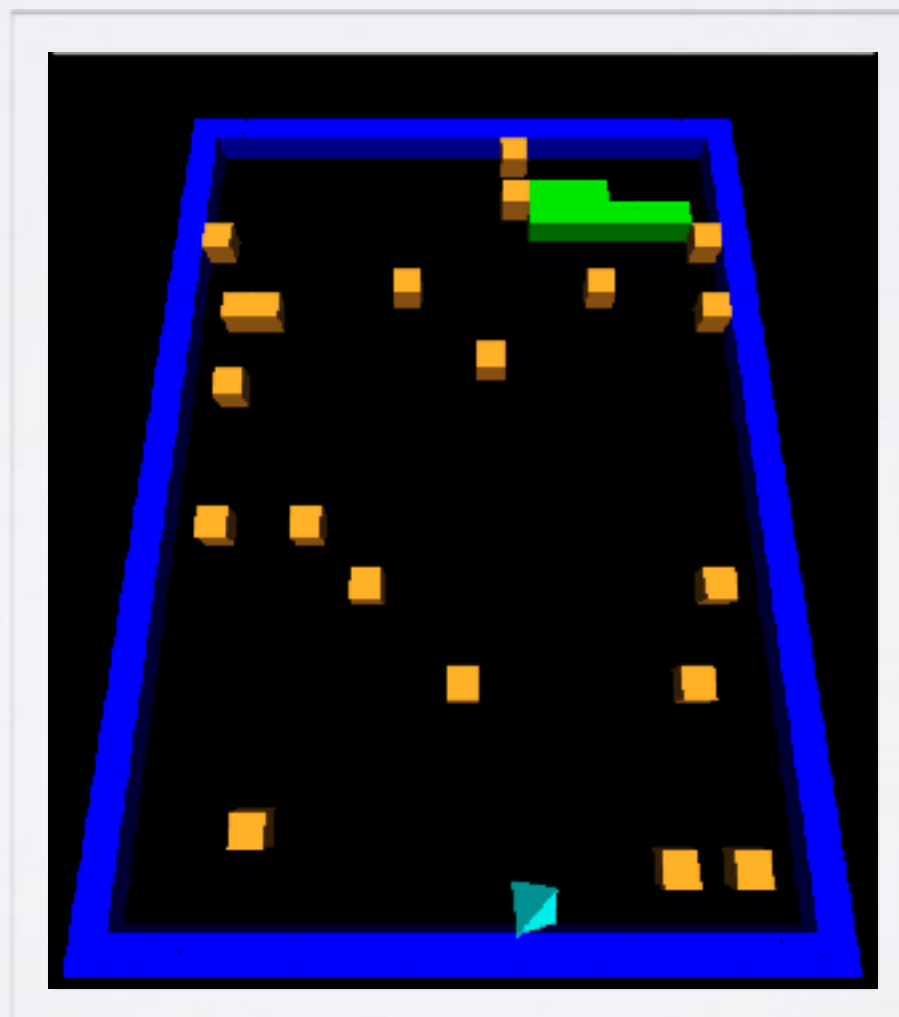
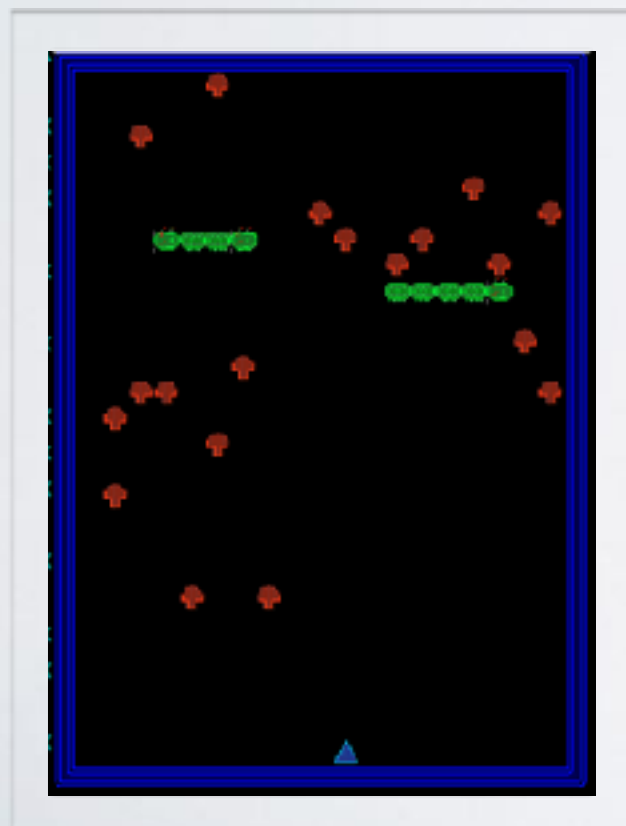


S N A K E

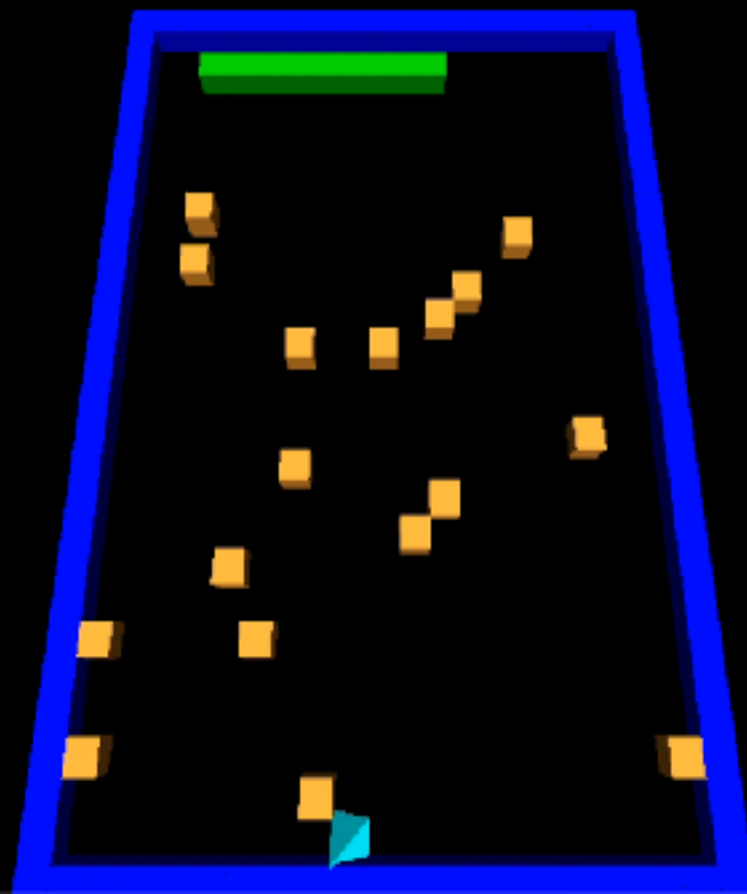
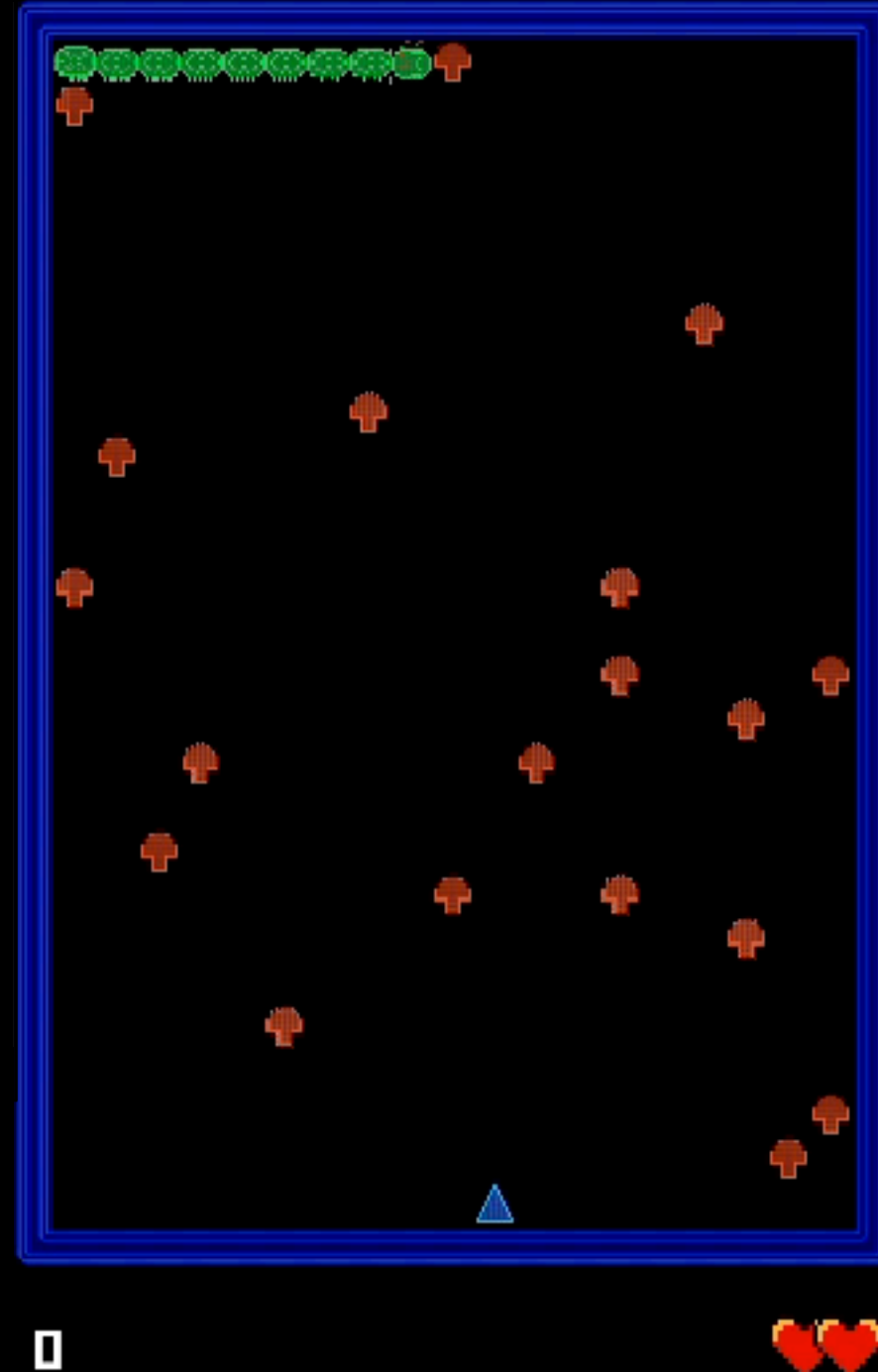


# ARCADE - Nos jeux

## CENTIPED



1	???	1100	1701
2	???		1509
3	???		1500
4	???		1201
5	???		1003
6	???		803
7	???		800
8	???		301
9	FOU		240
10	FOU		50



QUESTIONS ?