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| GameEngine |
| - type, mode, difficulty, holes  - gameInstance  - sequence, firstSelection, secondSelection, locked  - timers, isGameRunning |
| init() -> instancie GameMode (Assaut, Endurance, ...)  start()  stop()  resetGame()  initialiserGrille()  sortieTaupe() / rentreTaupe()  afficherTaupeAvecRetour()  genererPlateauMemoire() <-- centralise création du    plateau mémoire    checkMemoryPair() <-- toute la logique mémoire |

↓ GameEngine distribue au GameMode ↓

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| GameModeAssaut  GameModeEndurance  GameModeChrono |
| start()  └ lancerMemoire() (appel GameEngine)  └ lancerReflexe() ou lancerAuditif()    onClickMemory(index) --> appelle checkMemoryPair() |

↓ GameMode appelle l'affichage ↓

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| UIManager |
| showMessage(),  showTemporaryMessage(),  launchCountdown() |

↓ Les dialogues (si besoin mémoire) ↓

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| TaupesLoader |
| load() |