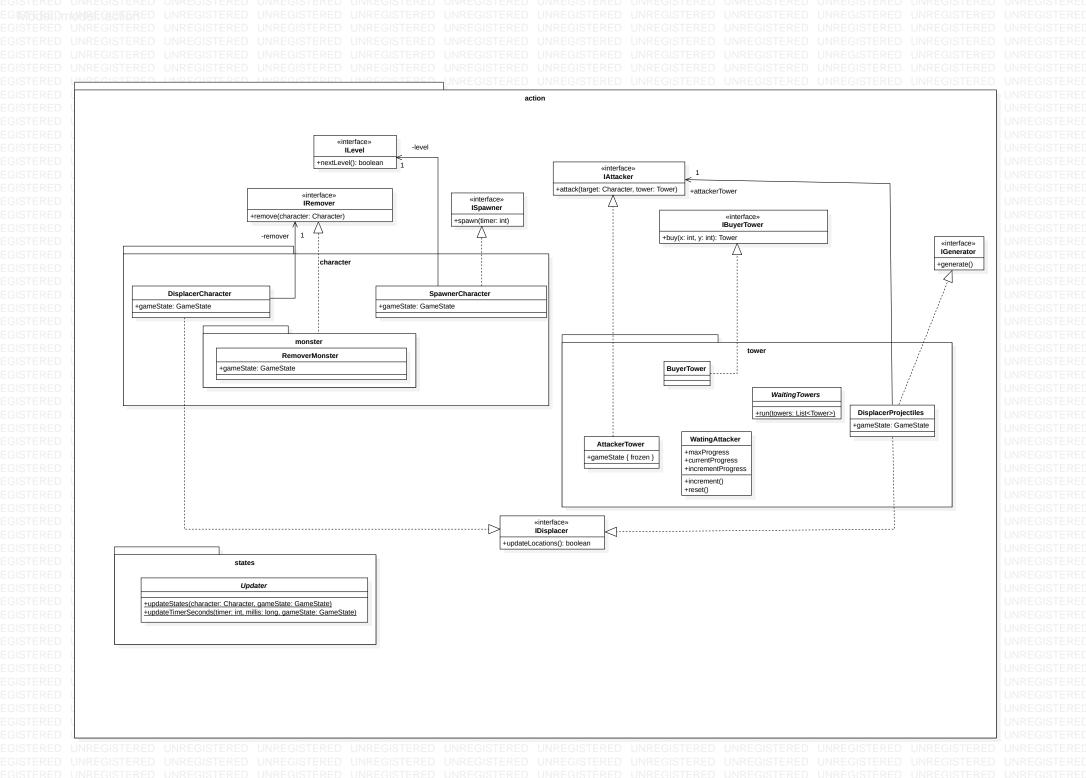
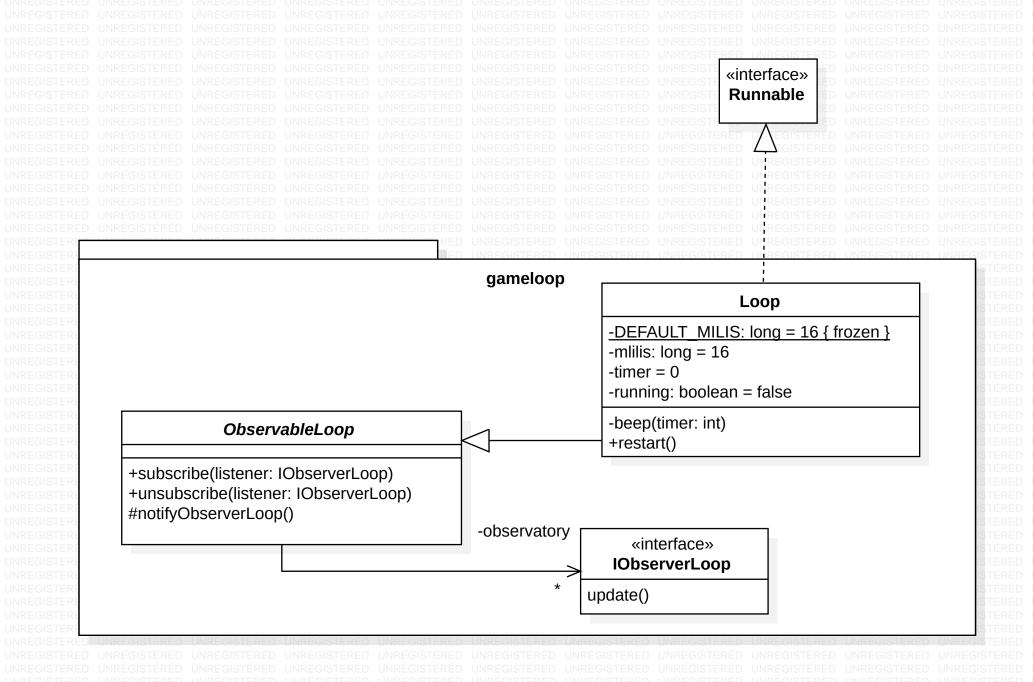
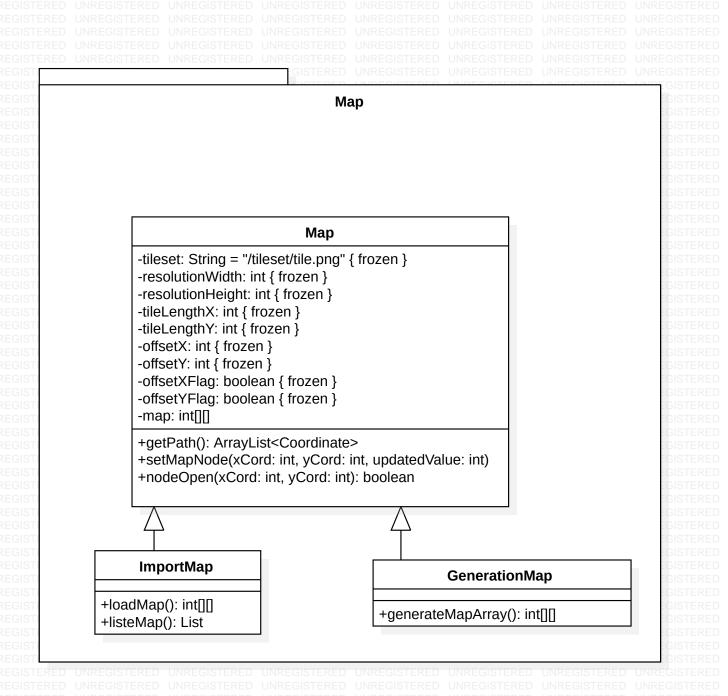


UNREGISTERED	UNREGISTERED UNREGISTERED UNREGISTERED UNREGISTERED UNREGIS	STERED UNREGISTERED UNR	REGISTERED	UNREGISTERED	UNREGISTERED	UNREGISTERED	UNREGISTERED
UNREGISTERED		STERED UNRE «interface»					
UNREGISTERED		STERED UNRE ILevel NR					
UNREGISTERED							
UNREGISTERED	UNREGI CTEDED UNDEGISTERED UNREGISTERED UNREGIS	STERED UNREGISTERED UNR	REGISTERED				
UNREGISTERED	UNREGI		RED				
UNREGISTERED	UNREG AdministratorVictoryGameOver -loop: Loop		RED				
UNREGISTERED	UNREG -enemyFile: ILevel		RED				
UNREGISTERED	UNREG +verifyVictory() +verifyGameOver(value: boolean)		RED				
UNREGISTERED	UNREG 1 1 ^-administratorVictoryGameOver		RED				
UNREGISTERED	UNREGI		RED				
UNREGISTERED	UNREGI		RED				
UNREGISTERED	UNREGI		RED				
UNREGISTERED	UNREG	AdministratorLevel	RED				
UNREGISTERED	UNREG -playerTowers: List <tower> { frozen } - charactersAlive: List<character> - center broken = false - center broken</character></tower>	-levelFile: Scanner	RED				
UNREGISTERED	-specu. Solician - fuse -removeCharacter: boolean = false	-level: int +setLevelFile(level: int)	RED				
UNREGISTERED	UNREGtimeSeconds: intfigameOver: boolean	יישונים און)	RED				
UNREGISTERED UNREGISTERED	UNREG/victory: booleangameStategameState		RED				
UNREGISTERED	UNREGfroms: intfcoins: intfcoins intfcore int		RED				
UNREGISTERED	-/pseudo: String		ED				
UNREGISTERED	UNREG +addTower(tower: Tower)		RED				
UNREGISTERED	-gameState 1		RED				
UNREGISTERED	UNREGI		RED				
UNREGISTERED	UNREGI		RED				
UNREGISTERED	UNREGI	ProgressBuild	RED				
UNREGISTERED	UNREGI	+maxProgress +currentProgress	RED				
UNREGISTERED	UNREGI	+incrementProgress +increment()	RED				
UNREGISTERED	UNREG	+increment()	RED				
UNREGISTERED	UNREG -boucleThread: Thread -enemyFile: Scanner		RED				
UNREGIS <u>TERED</u>	-gameMap: Map		RED				
UNREGIS «interface:			RED				
UNREGIS update()	-displacer Projectiles: Displacer -spawner (Spawner		RED				
UNREGISTERED	-attacker: IGenerator		RED				
UNREGISTERED	+start()		RED				
UNREGISTERED	+restart()		KED				
UNREGISTERED UNREGISTERED	UNREGI		RED				
UNREGISTERED	UNREGI UNREGI		ED.				
UNREGISTERED			RED				
UNREGISTERED	UNREG		RED				
UNREGISTERED	UNREG		RED				
UNREGISTERED	UNREG						
UNREGISTERED			RED				
UNREGISTERED	#==## Ob=====0		RED				
UNREGISTERED			RED				
	UNREG -observatory vinterface» lobserverGame		RED				
	UNREG +update()		RED				
	UNREG						
	UNREGI						
			RED				
			RED				
JNREGISTERED	UNREGISTERED UNREGISTERED UNREGISTERED UNREGISTERED UNREGIS	STERED UNREGISTERED UNR	REGISTERED	UNREGISTERED	UNREGISTERED		







```
les getters et setters et
constructeurs n'ont pas été
ajoutés pour ne pas encombrer
notre diagramme
                                                                       ranking
                                                                     ScoreRanking
                                                    -pseudo: String
                                                    -level: int
                                                    -score: int
                                                    -time: int
                                                    +updateRanking(gameState: GameState)
                                                                  RankingManager
                                                      -context: Context
                                                      +getRankings(): List<ScoreRanking>
                                                      +saveGameState(gameState: GameState)
                                                      +saveState(jsonObject: JSONObject)
```