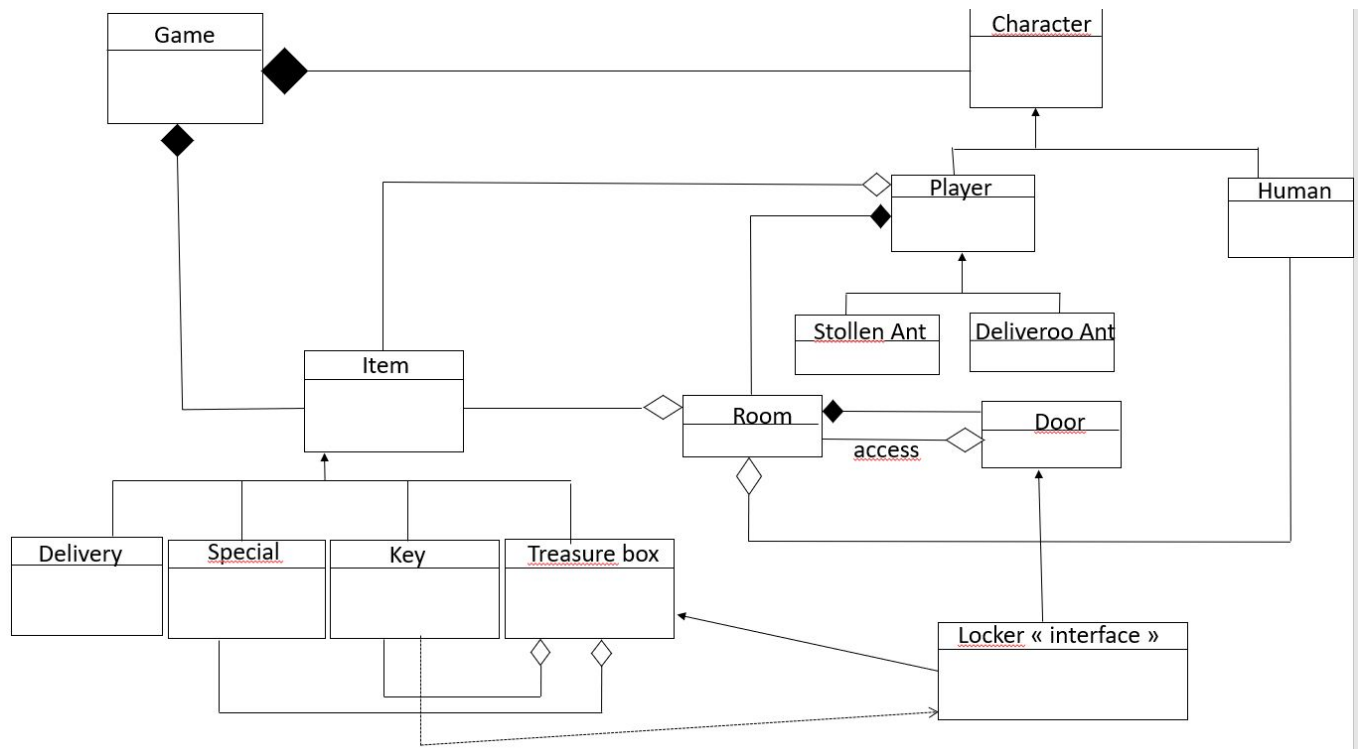


## Class Diagram:



Class specifications:

Classes													
Character	Human	Ant (player)	DeliverooPlayer	Stolette Player	Room	Door	Item	Game	TreasureBox	Special	Delivery	Key	Interface unlock
Attributes													
- name String		- List Bag	- hp Int -> >0 initialisé à 100	- vp Int -> >0 et initialisé à 100	- List human	- List 2Room	-name	- List room	- List key	- bonus int(+/-)	-Room Goal	-	
		- sizeBag Int -> pas < 0			- List item	- Key (null)		- List character	- List special				
					- List door	- boolean locked		- timer					
					-String description			- compteur int					
Methods													
Character()	Human() -> super()	Ant(int size, string name) -> new list item						-choosePlayer()					unlock(Key k)
getName()	- crush()	moveRoom()	-hitStolette()		- getExists()	getLocked()		-resultat()		- setPoints()			
		pickUp() -> verif si bag est plein	pickUp() -> que les colis dans sa pièce	drop() -> que les colis dans sa pièce	- getItems()	- cross()		main()					
		drop()	setHp(int bonus)	setvp(int bonus)	- getDescr()								
			getHP(int bonus)	setVP(int bonus)	-addItem(Item anItem)								
					-removeItem(Item anItem)								

