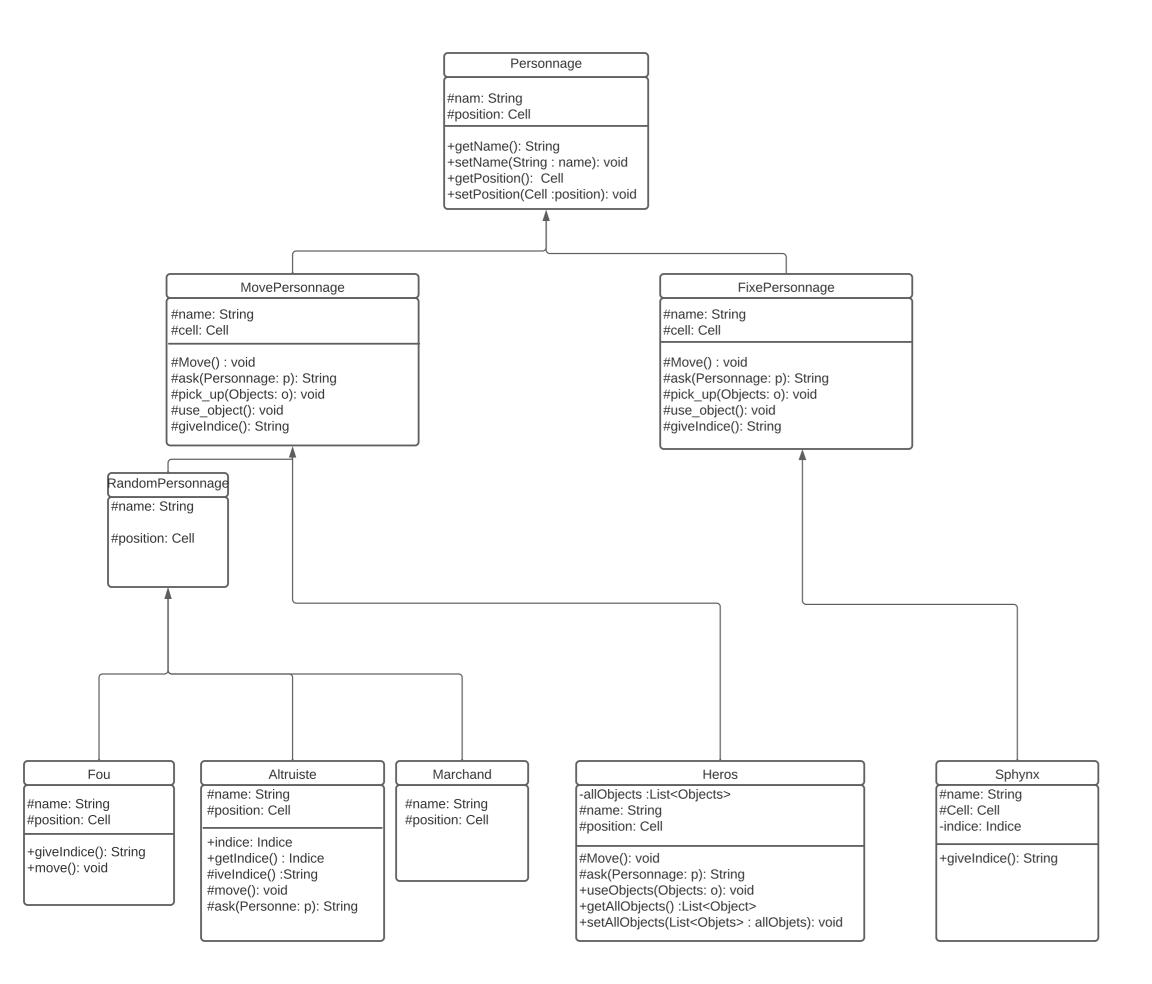
## Objects #name: String #position;: Cell +getName(): String +setName(String: name): void +getPosition(): Cell +setPosition(Cell: position): void Parchemins Joyaux #name: String -contenu: Indice #position;: Cell #name: String #position;: Cell

+giveIndice(): String

+giveIndice(): string



<Interface>
Action

+Move(): void +ask(Personnage: p): String +pick\_up(Objects: o): void +use\_object(): void <Interface> Indice

+givrIndice():String

IndiceDistance

-cell: Cell

#giveIndice(): String

Position

-cell: Cell #giveIndice(): String Direction

-cell :Cell

#giveIndice(): String

#giveIndice(): Sting

IndiceDirection