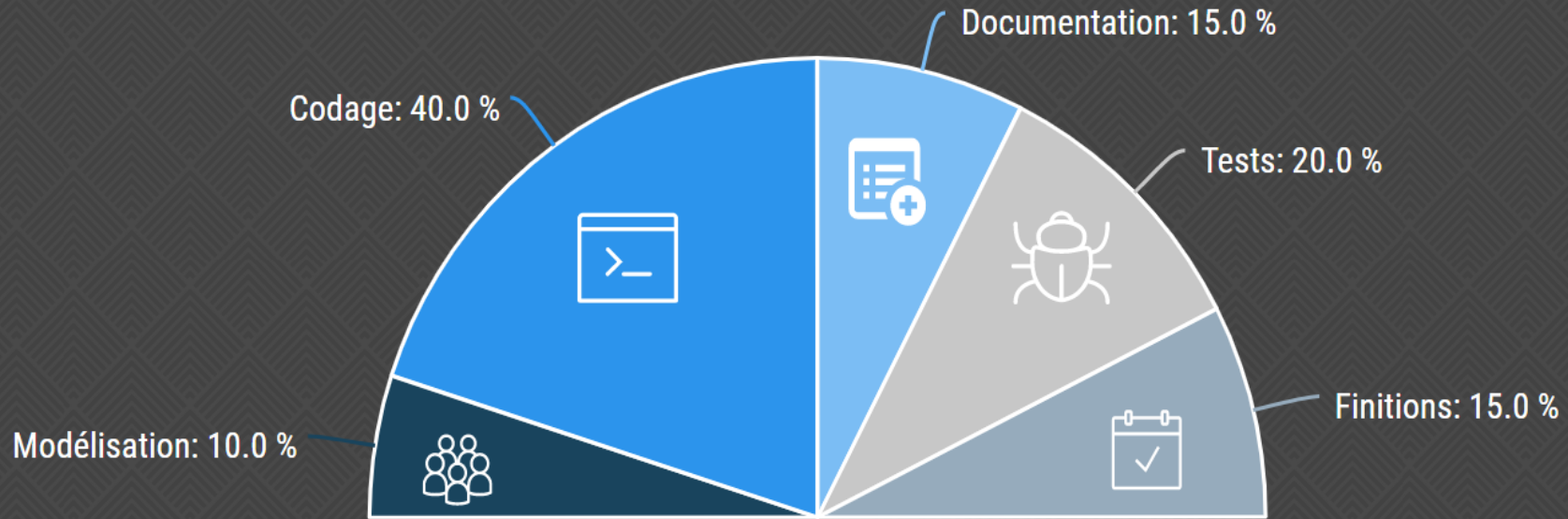


PROJET JAVA

Youcef Oumar Mohamed Haik



Répartition du Temps



Choix de Modélisations

Player

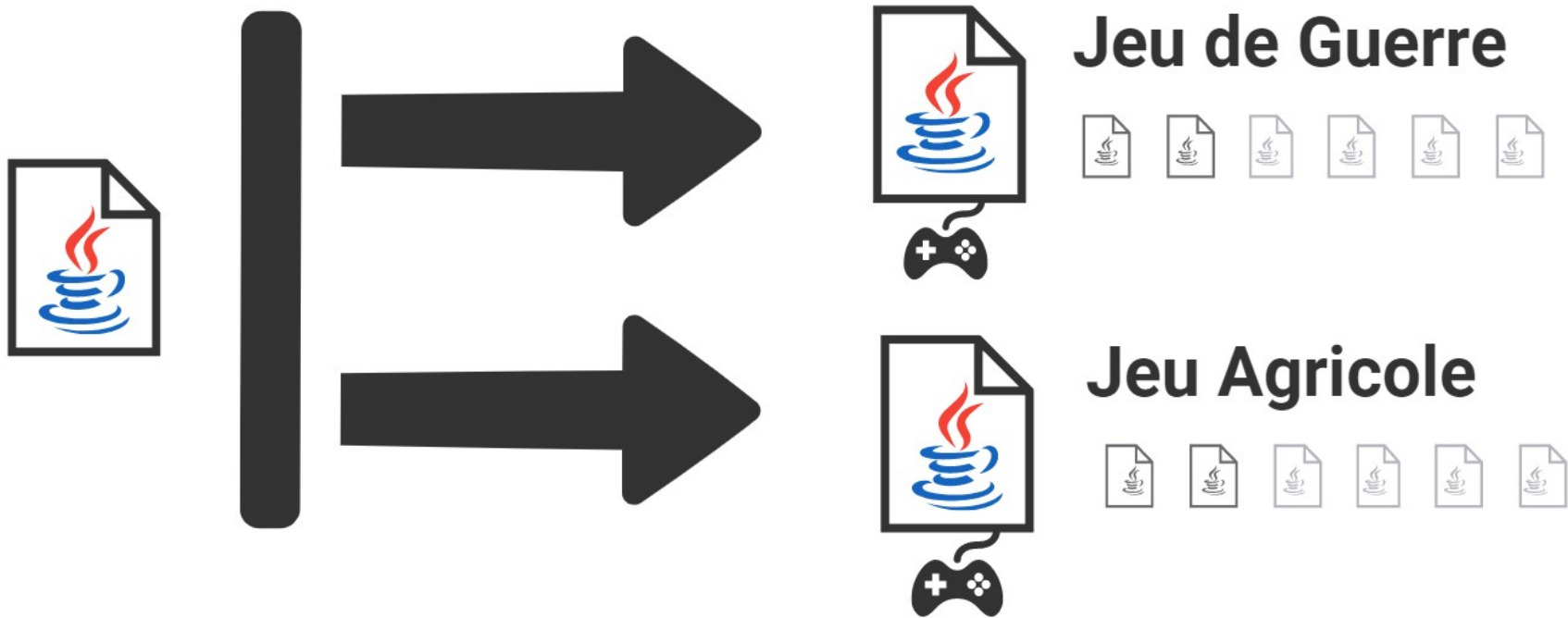
Character

Biome

Resource

Game

Extensibilité



Répartition des Tâches



Difficultées



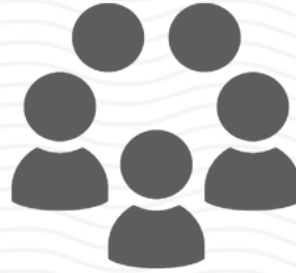
développement

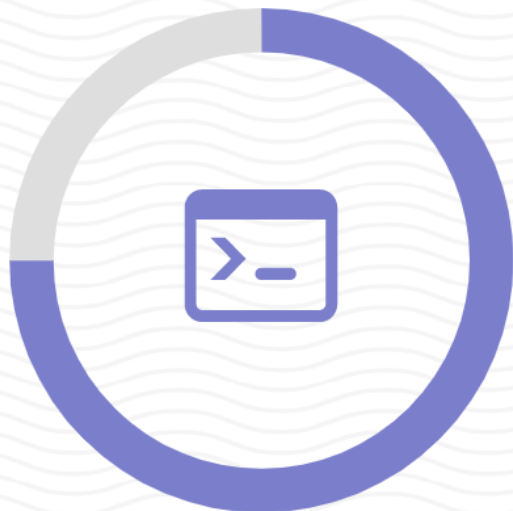


coordination

BILAN

A
Z ↓





Prise en main côté développeur



Prise en main côté utilisateur

Haik turn

	0	1	2	3	4	5	6	7	8	9
0	0	[M]	[P]	0	0	0	0	0	[D]	[F]
1	0	[D]	[P]	0	0	0	[M]	[A]	0	0
2	[D]	[D]	0	0	0	0	0	0	[D]	[P]
3	[M]	[F]	0	0	0	0	0	0	0	0
4	0	0	0	[D]	[F]	0	0	0	[D]	[M]
5	0	0	[P]	[F]	0	0	0	0	[A]	[M]
6	0	0	[F]	[P]	0	[P]	[F]	0	0	0
7	[F]	[M]	0	0	[D]	[M]	0	0	0	0
8	0	0	[P]	[P]	0	0	0	0	0	0
9	0	0	0	0	0	0	[D]	[D]	0	0

Your troops are:

1) Army Size: 1 Gold: 0 Cell: [Biome: Plain X: 1 Y: 7]

You have: 35 warriors

Deploy ? [y/n]: y

Cell [X]: 1

Cell [Y]: 2

Size of army: 3

Your troops are:

1) Army Size: 1 Gold: 0 Cell: [Biome: Plain X: 1 Y: 7]

2) Army Size: 3 Gold: 0 Cell: [Biome: Plain X: 1 Y: 2]

Resources collected!

You have: 14 food

1) Rock : 0

2) Sand : 0

3) Wood : 0

4) Wheat : 2

Convert ? [y/n]: y

Choose resource (int): 4

Quantity: 1

You have: 19 food

1) Rock : 0

2) Sand : 0

3) Wood : 0

4) Wheat : 1

Convert ? [y/n]: y

Armies fed!

You have: 20 food left

Thank You

