

TABLE DES MATIERES

1. Projet.....	2
2. Architecture	2
2.1. Architecture générale	3
2.2. Utilisation de l'agent DF.....	3
2.3. Gestion de la partie	4
2.4. Gestion des rôles	6
2.5. IA & Gestion du vote	6

1. PROJET

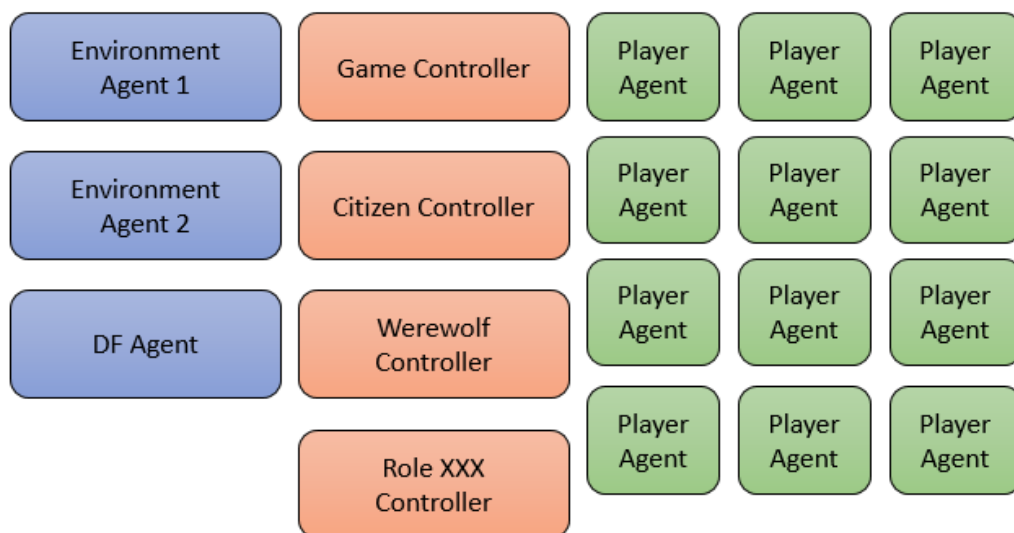
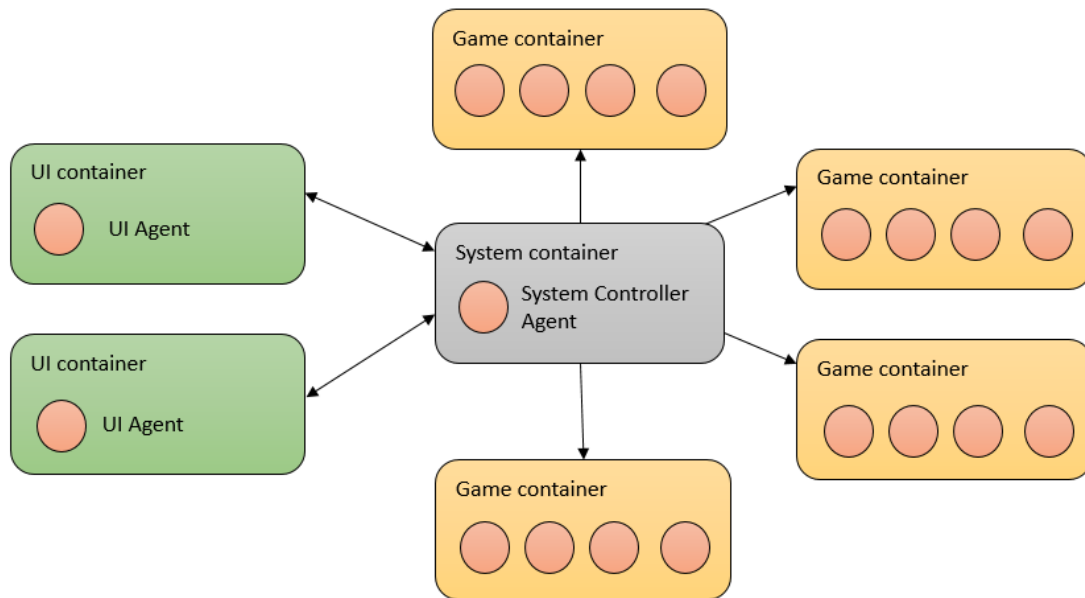
1.1. DESCRIPTION DU JEU

1.2. OBJECTIFS

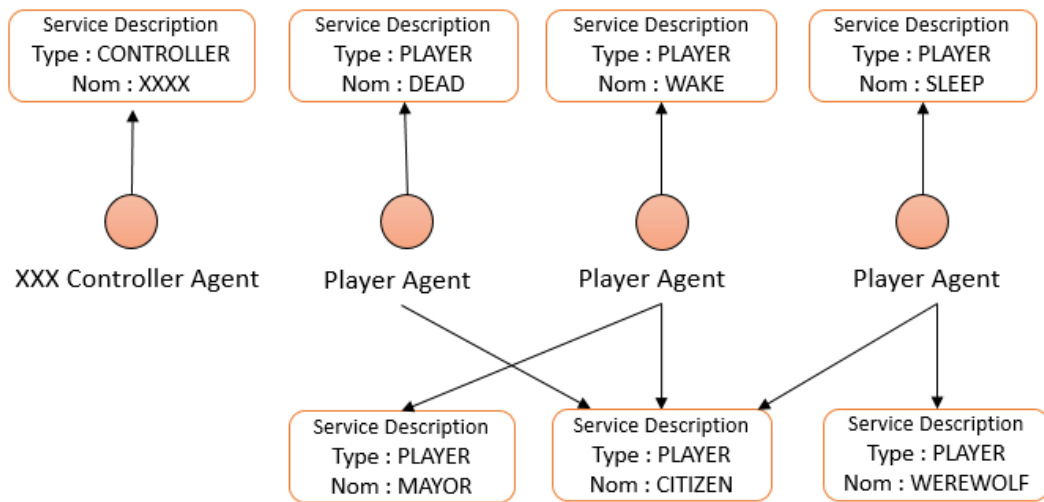
1.3. ORGANISATION

2. ARCHITECTURE

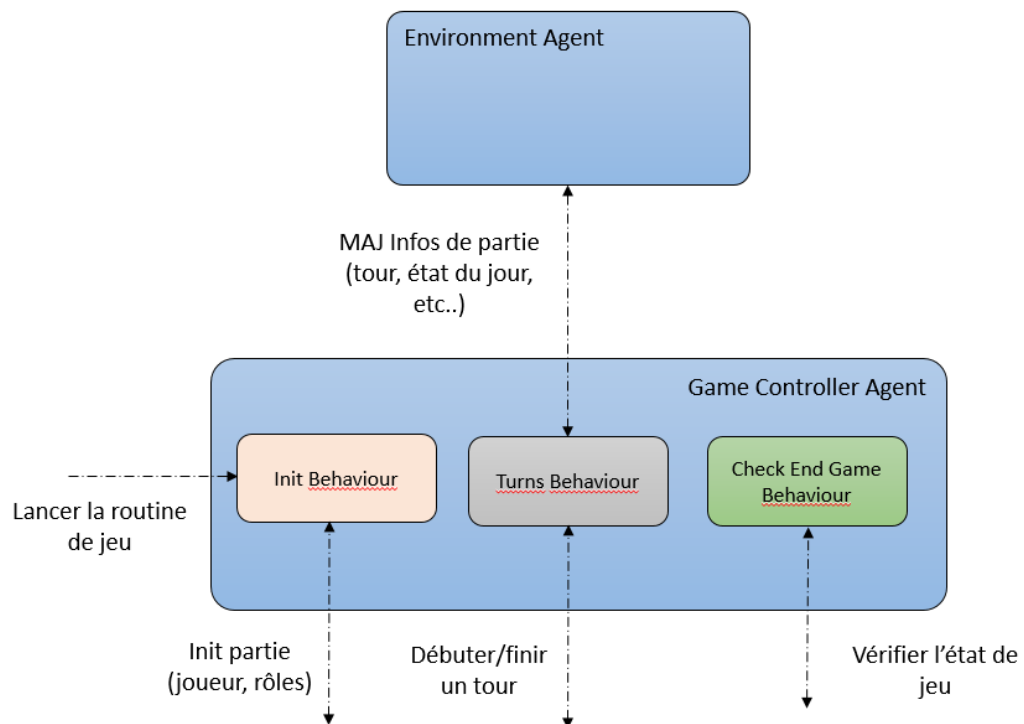
2.1. ARCHITECTURE GENERALE

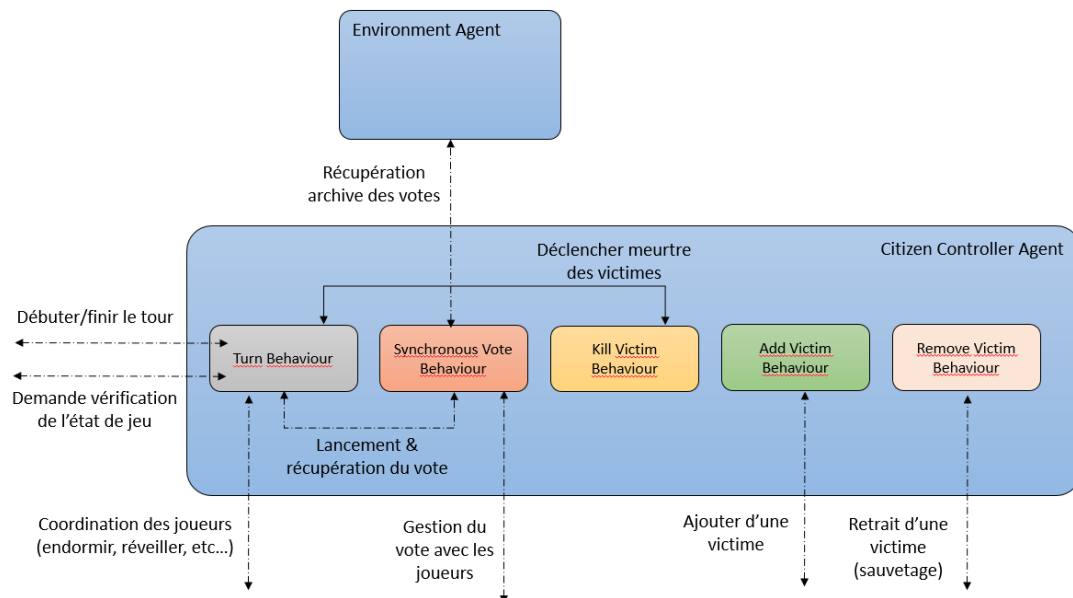
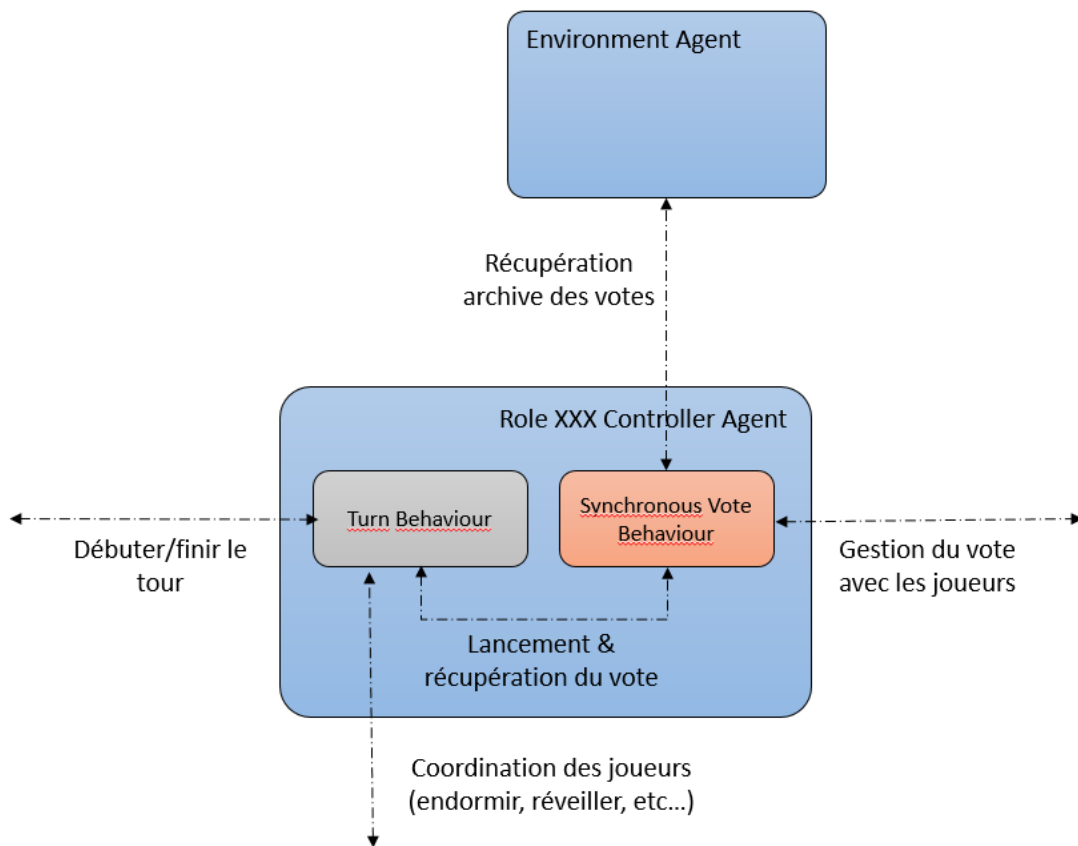


2.2. UTILISATION DE L'AGENT DF

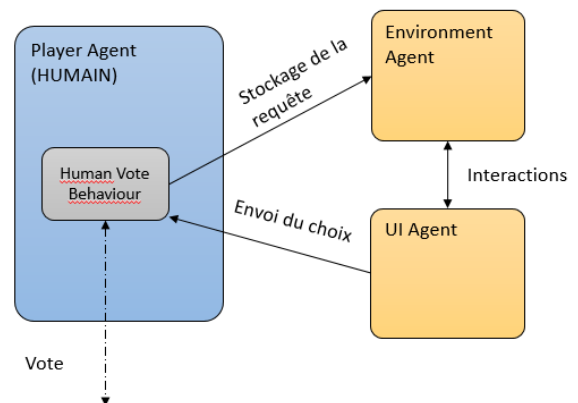
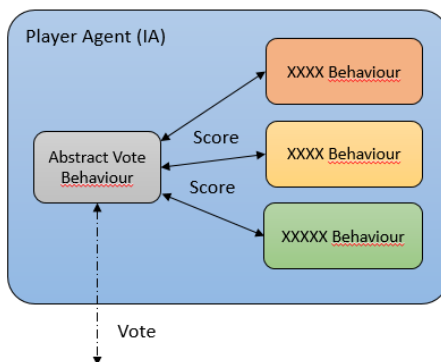
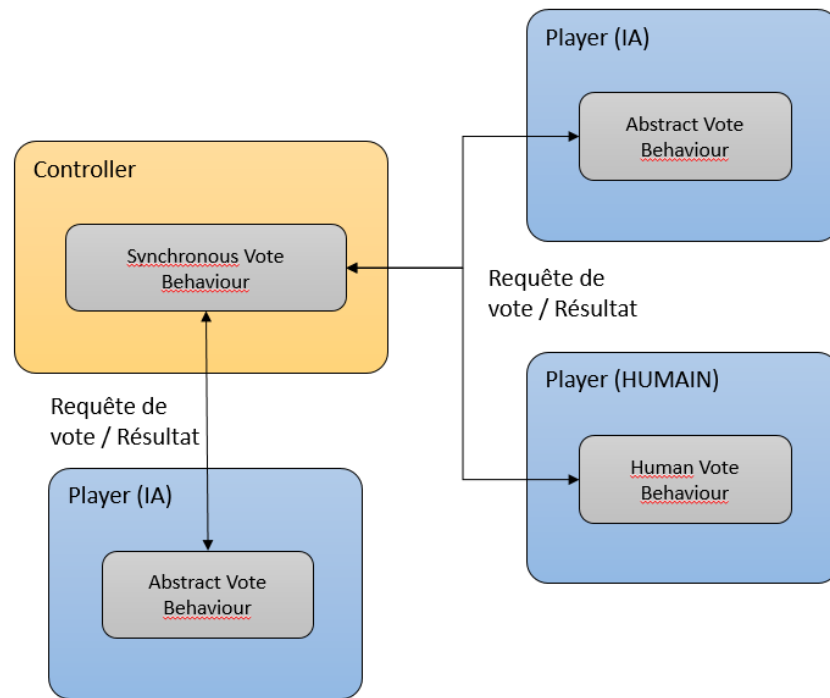


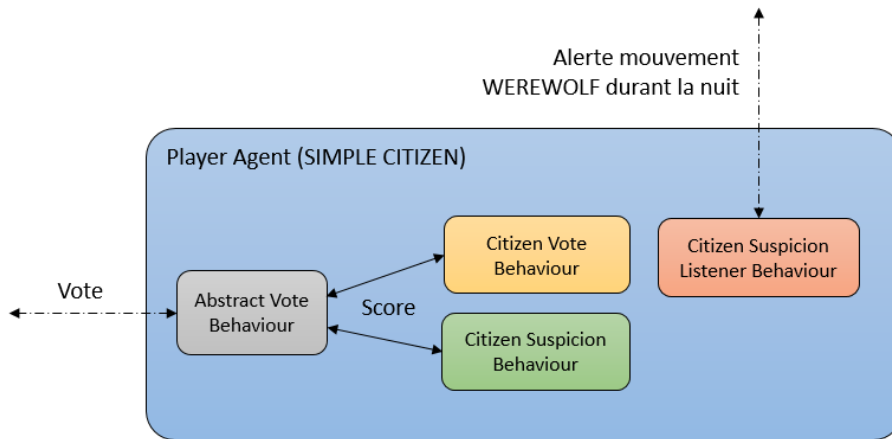
2.3. GESTION DE LA PARTIE





- 2.4. GESTION DES ROLES
- 2.5. IA & GESTION DU VOTE





```

entrée:
    request_vote : requête de vote
    global_citizen_vote : global vote result
    current_vote : vote result
    grid_suspicion : grille de suspicion
    player : joueur
    current_player : joueur à évaluer
debut
    score = 0
    si player = current_player
        score = MIN_VALUE
    si non
        score <- score + get-suspicion(grid_suspicion, current_player) *
FACTEUR_SUSPICION
    retourne score
fin

```

```

entrée:
    request_vote : requête de vote
    global_citizen_vote : global vote result
    current_vote : vote result
    grid_suspicion : grille de suspicion
    player : joueur
    current_player : joueur à évaluer
debut
    score <- 0

    si player = current_player
        score <- MIN_VALUE
    si non
        score += get-vote(global_citizen_vote, player, current_player)
* FACTEUR_GLOBAL_VOTE
        score <- score + get-vote(current_vote, player, current_player)
* FACTEUR_VOTE
        score <- score + get-vote(current_vote, player) * FACTEUR_VOTE

        score <- score + difference-vote(current_vote, player,
current_player) * FACTEUR_DIFFERENCE_VOTE
    retourne score

```

| fin

3. CONCLUSION

3.1. AMELIORATIONS POSSIBLES

3.2. BILAN