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# Projet

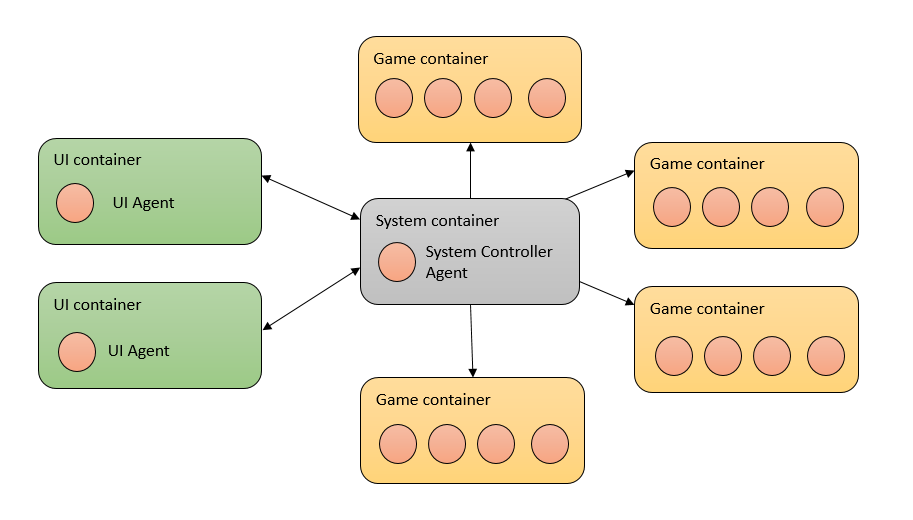
## DESCRIPTION DU JEU

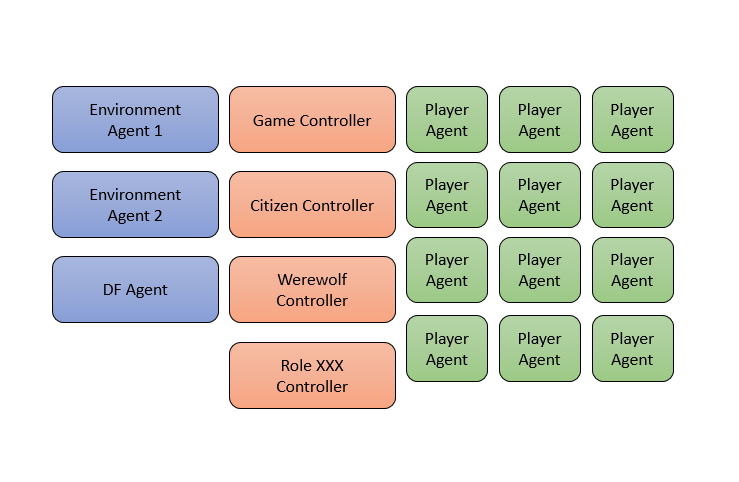
## OBJECTIFS

## ORGANISATION

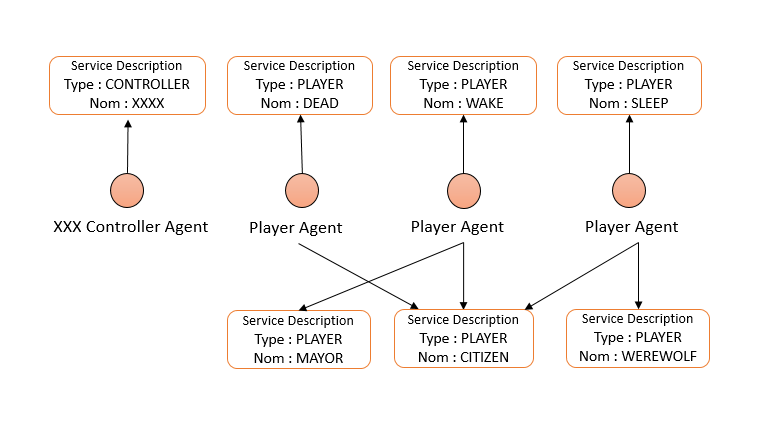
# Architecture

## Architecture générale

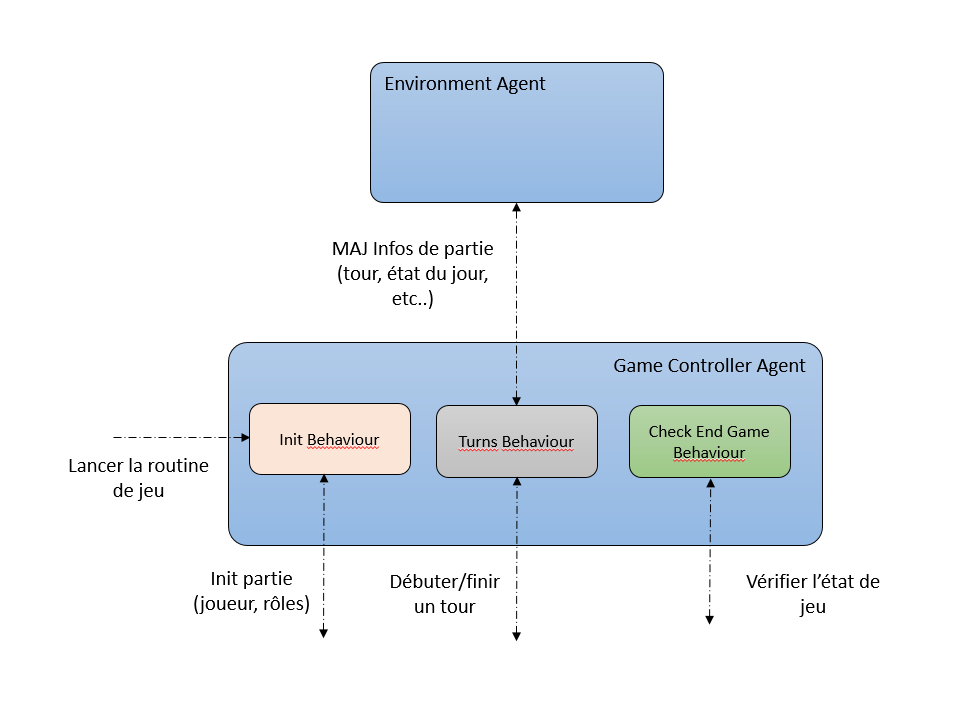


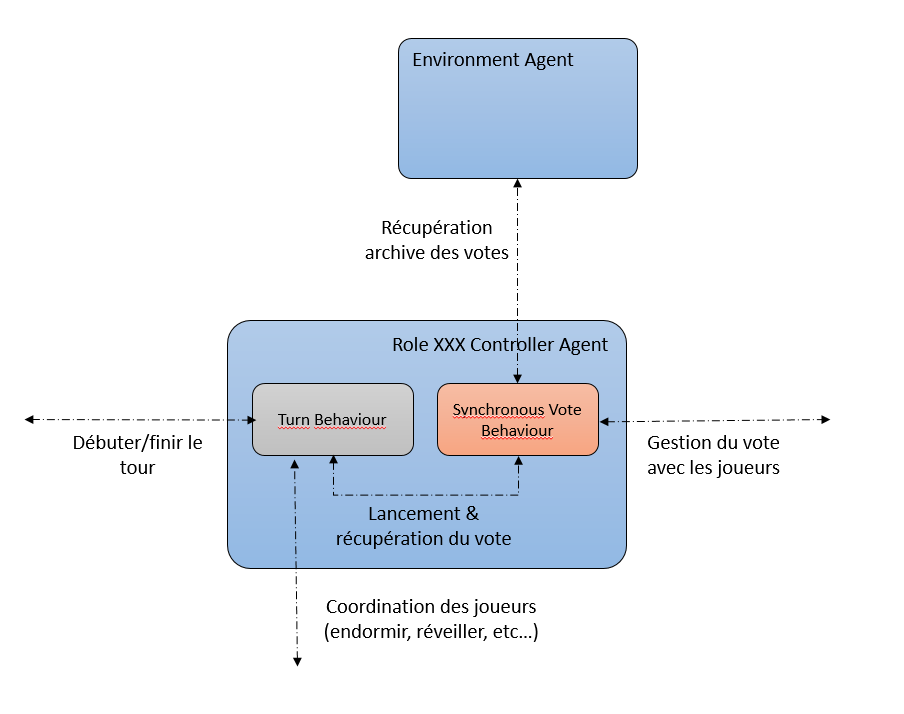


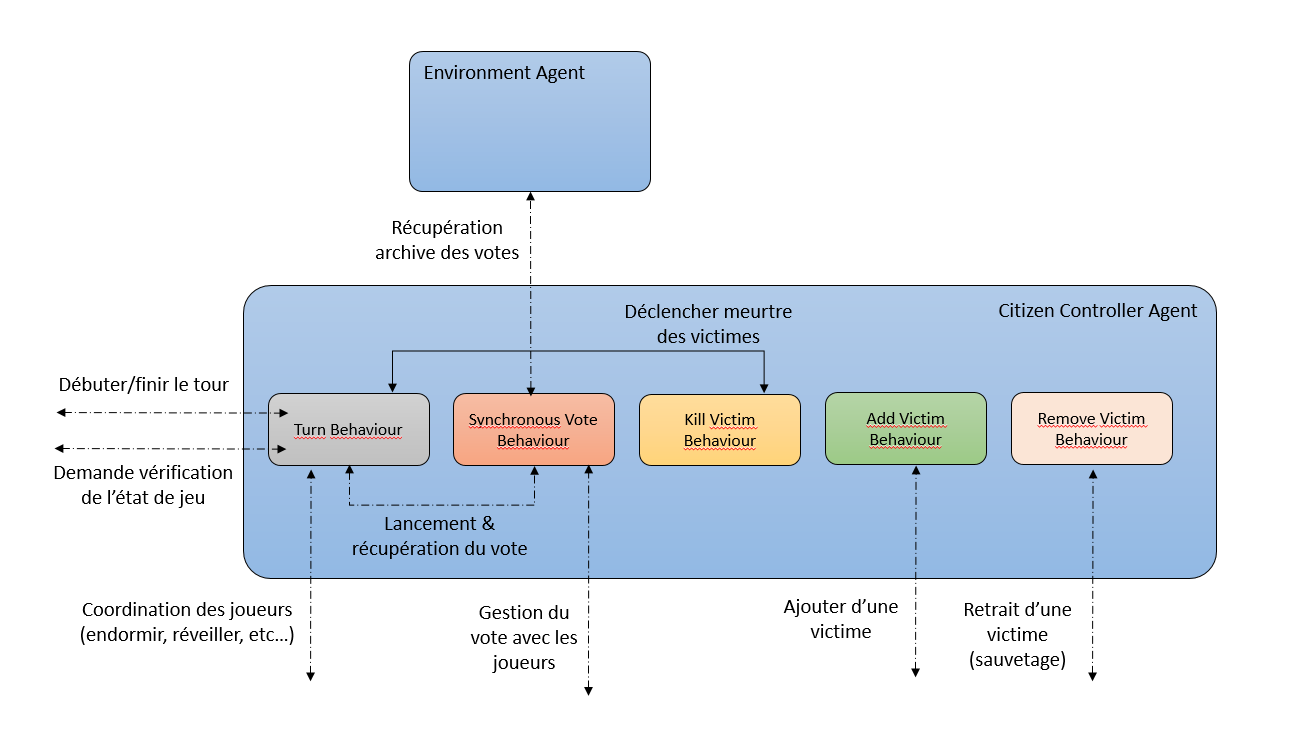
## Utilisation de l’agent DF



## Gestion de la partie

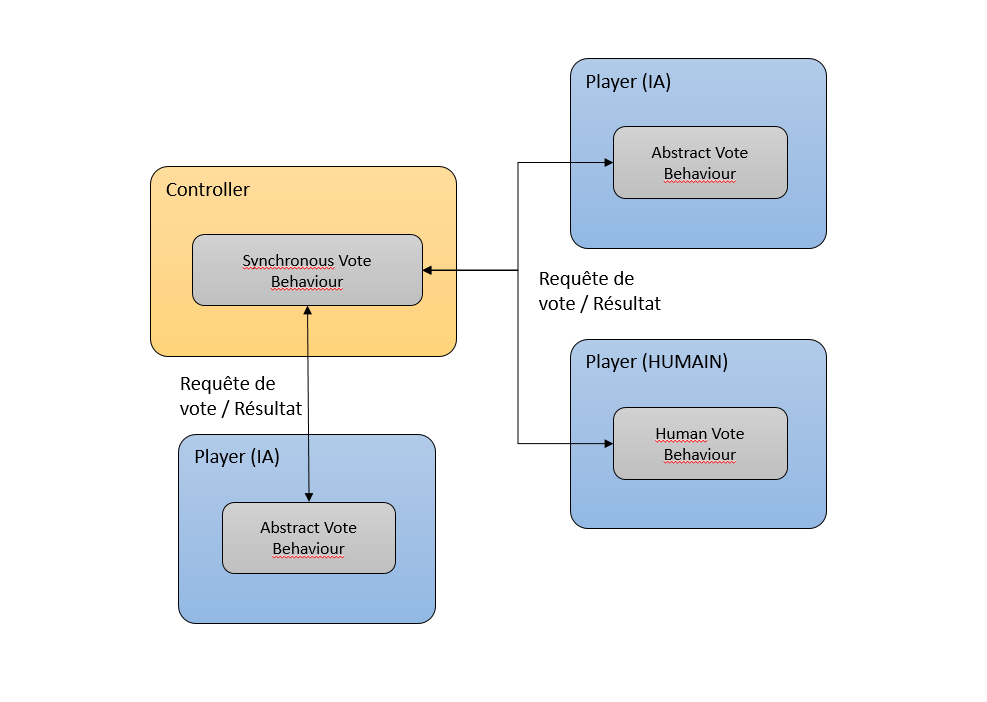


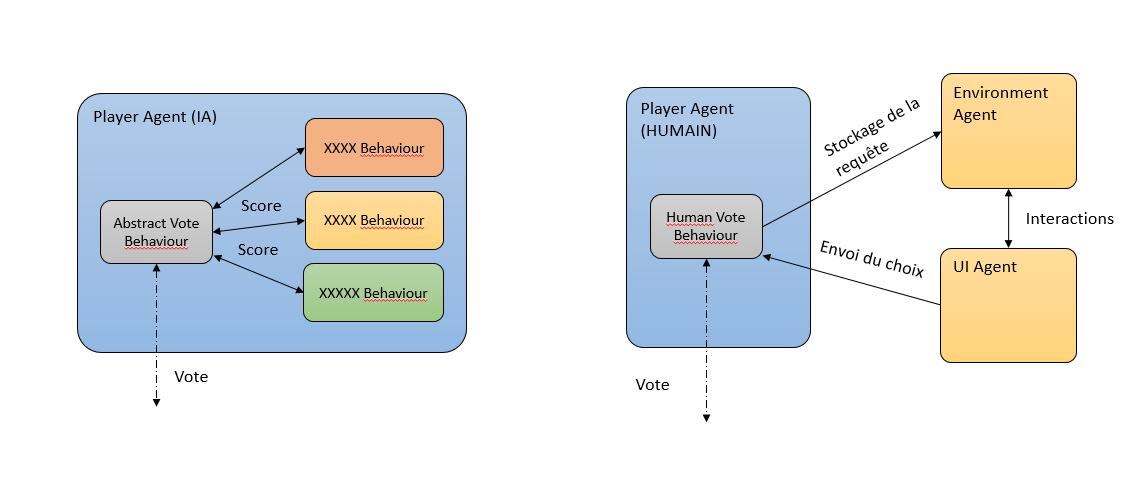


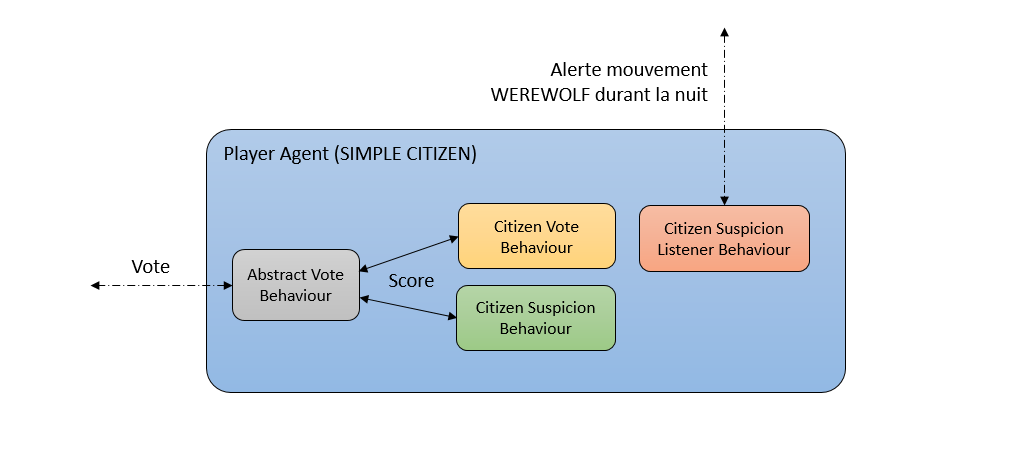


## Gestion des rôles

## 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

# CONCLUSION

## AmeliorationS POSSIBLES

## BILAN