

Agent
Joueur

Agent
Arbitre

Options?
Leurs conséquences?

Coup légal?
Comment l'appliquer?

game_logic

```
graph TD; A[Agent Joueur] -.-> G{game_logic}; B[Agent Arbitre] -.-> G;
```

The diagram illustrates the interaction between three components in a game system. At the top left is a rectangular box labeled 'Agent Joueur'. At the top right is a rectangular box labeled 'Agent Arbitre'. At the bottom center is a diamond-shaped box labeled 'game_logic'. A dashed line connects the bottom of the 'Agent Joueur' box to the top-left corner of the 'game_logic' diamond. Another dashed line connects the bottom of the 'Agent Arbitre' box to the top-right corner of the 'game_logic' diamond. To the left of the 'game_logic' diamond, the text 'Options?' and 'Leurs conséquences?' is displayed. To the right of the 'game_logic' diamond, the text 'Coup légal?' and 'Comment l'appliquer?' is displayed.