

Projet Programmation 2

Première soutenance

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21/05/2021

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1 Ajout gameplay

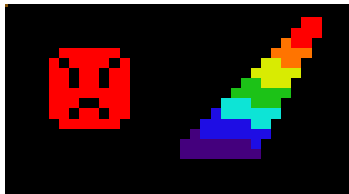
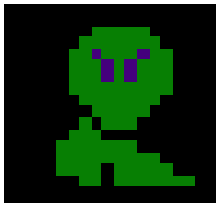
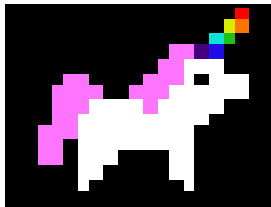
2 Multijoueur



Effets des statuts

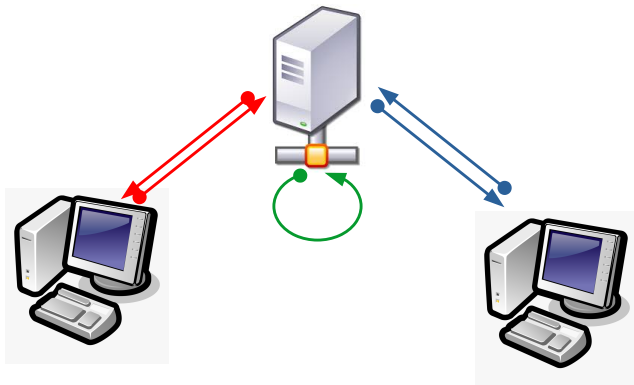
```
Goblin attacked The Hero for 2 damage(s).  
The Hero attacked Goblin for 16 damage(s).  
Goblin attacked The Hero for 4 damage(s).  
The Hero attacked Goblin for 32 damage(s).  
The Hero attacked Goblin for 16 damage(s).  
Goblin attacked The Hero for 0 damage(s).
```

Obtenir les status



- Dragon
- Jormungand
- Vampire
- Goblin King
- Alpha

- saphir
- rubis
- emeraude



client thread

