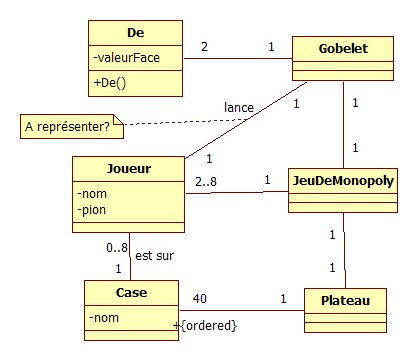
Monopoly

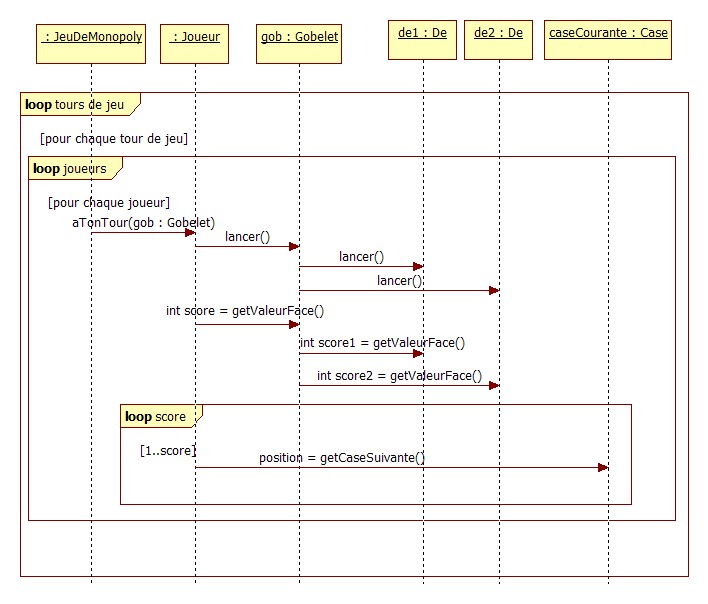
Etape 1 : le déplacement du joueur

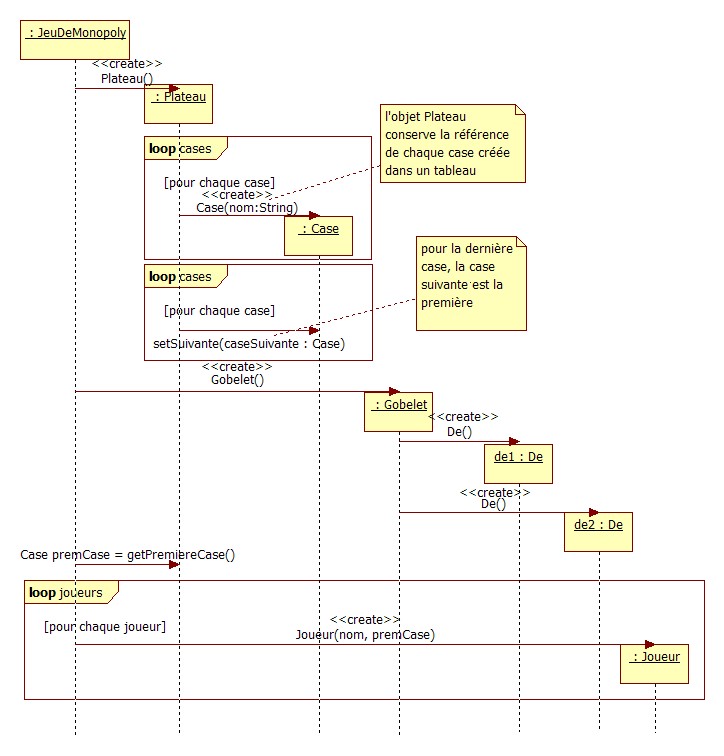
Analyse



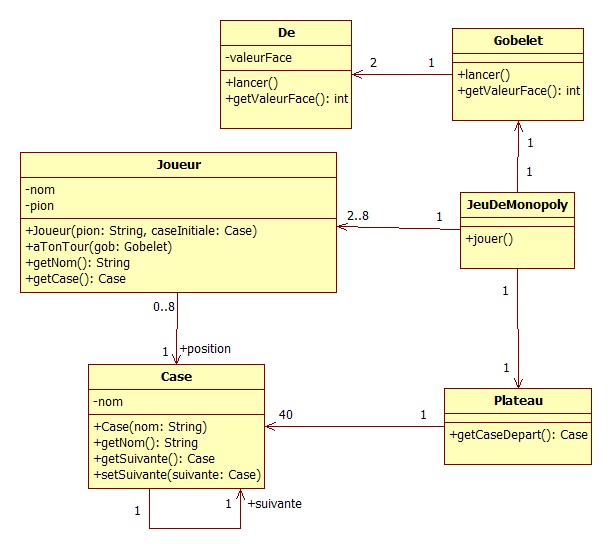


Déplacement

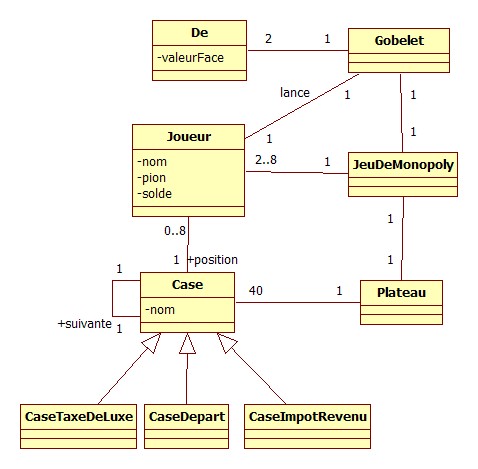


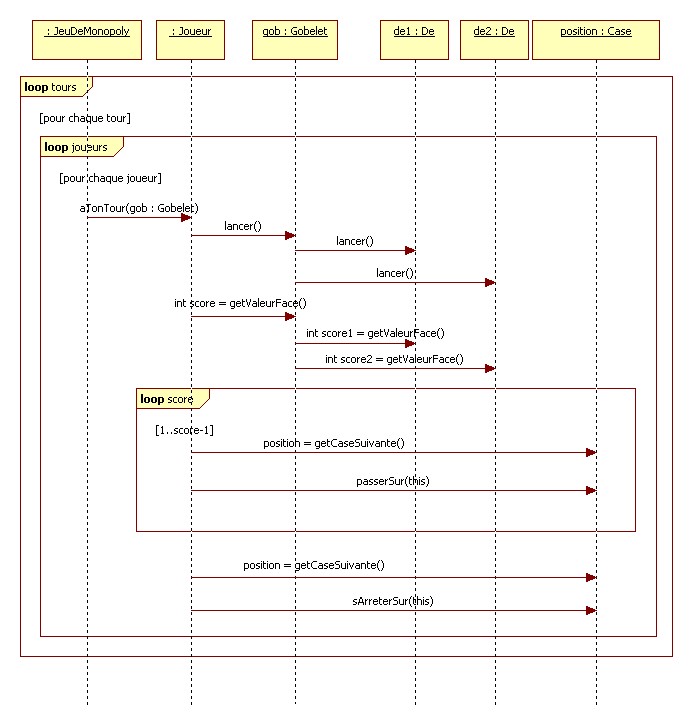


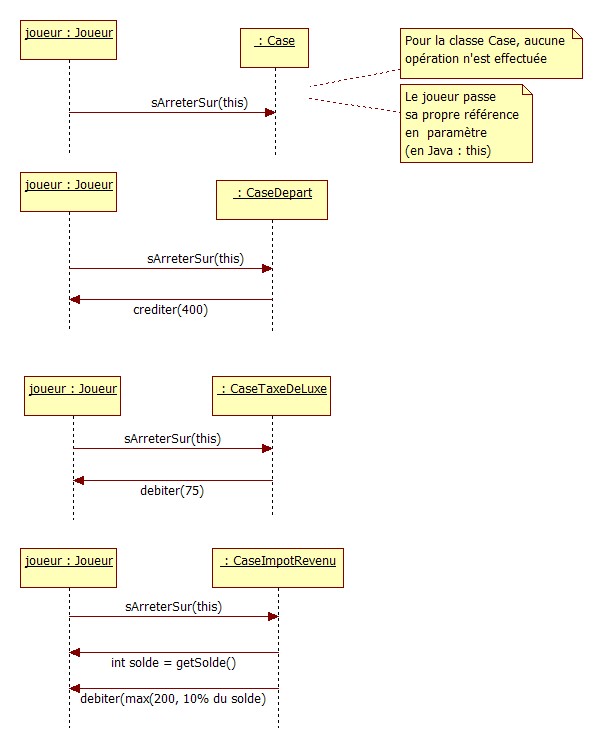
Conception

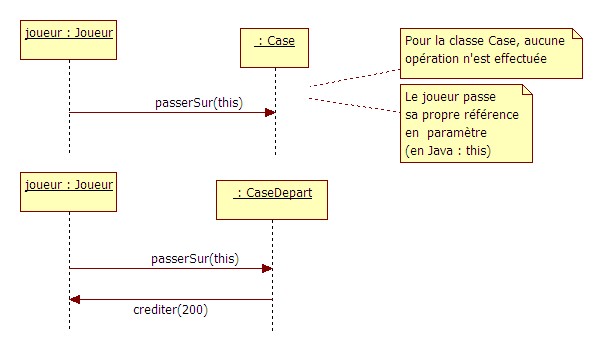


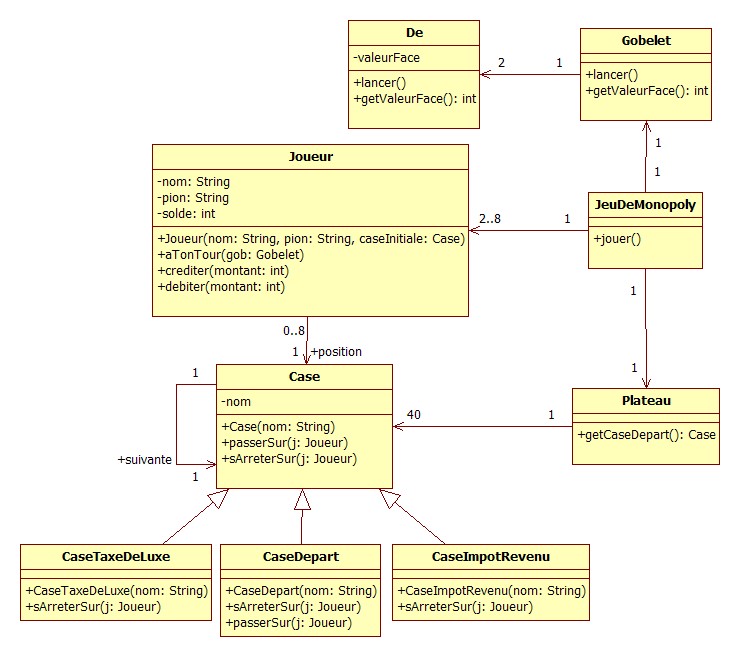
Etape 2 : les types de cases



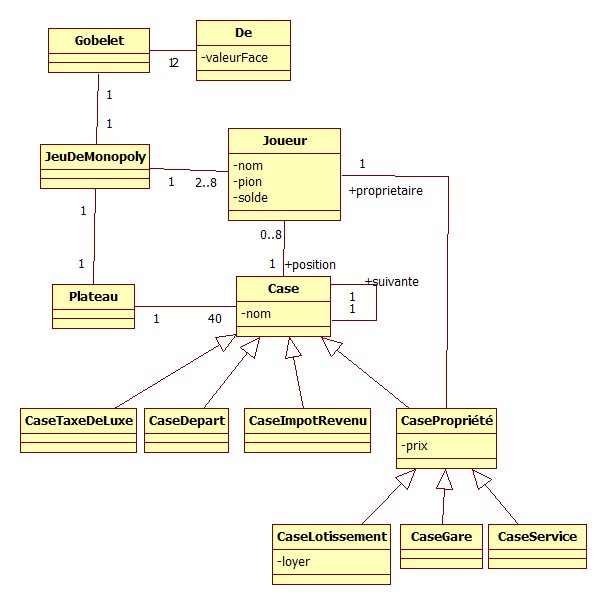


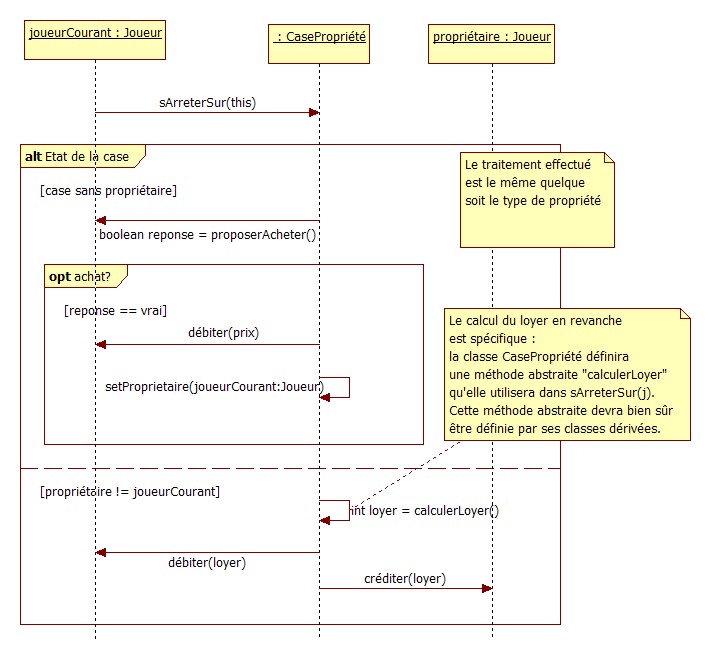






Etape 3 : classe abstraite pour la propriété et mise en œuvre de TMP





Autre pattern proposé : le singleton

