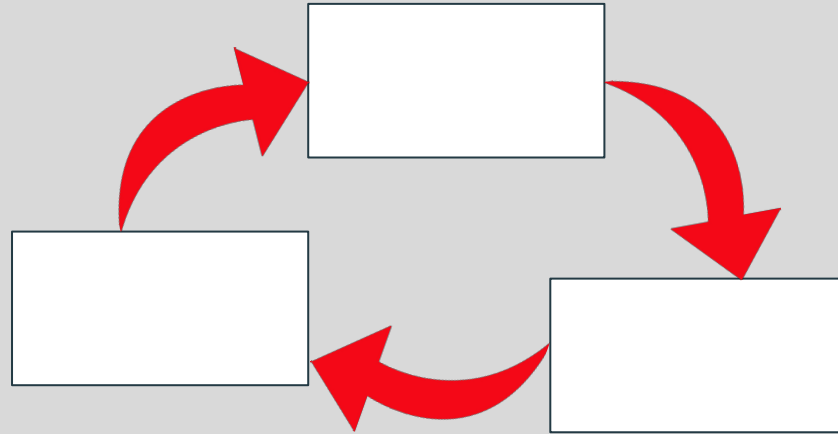


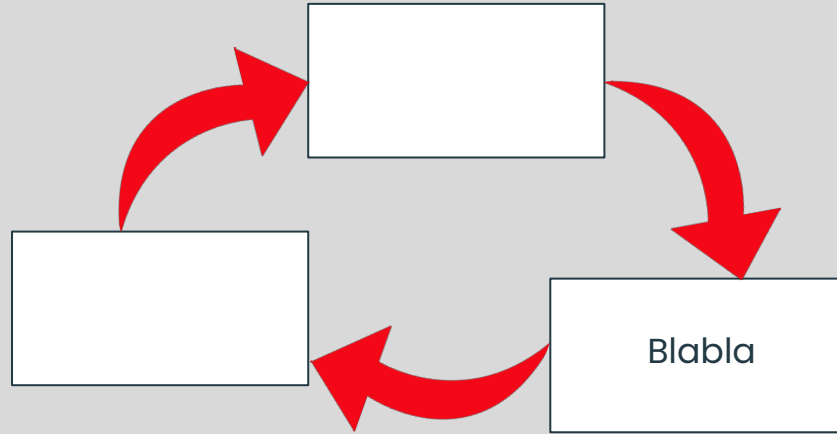


# Projet-Long GH02

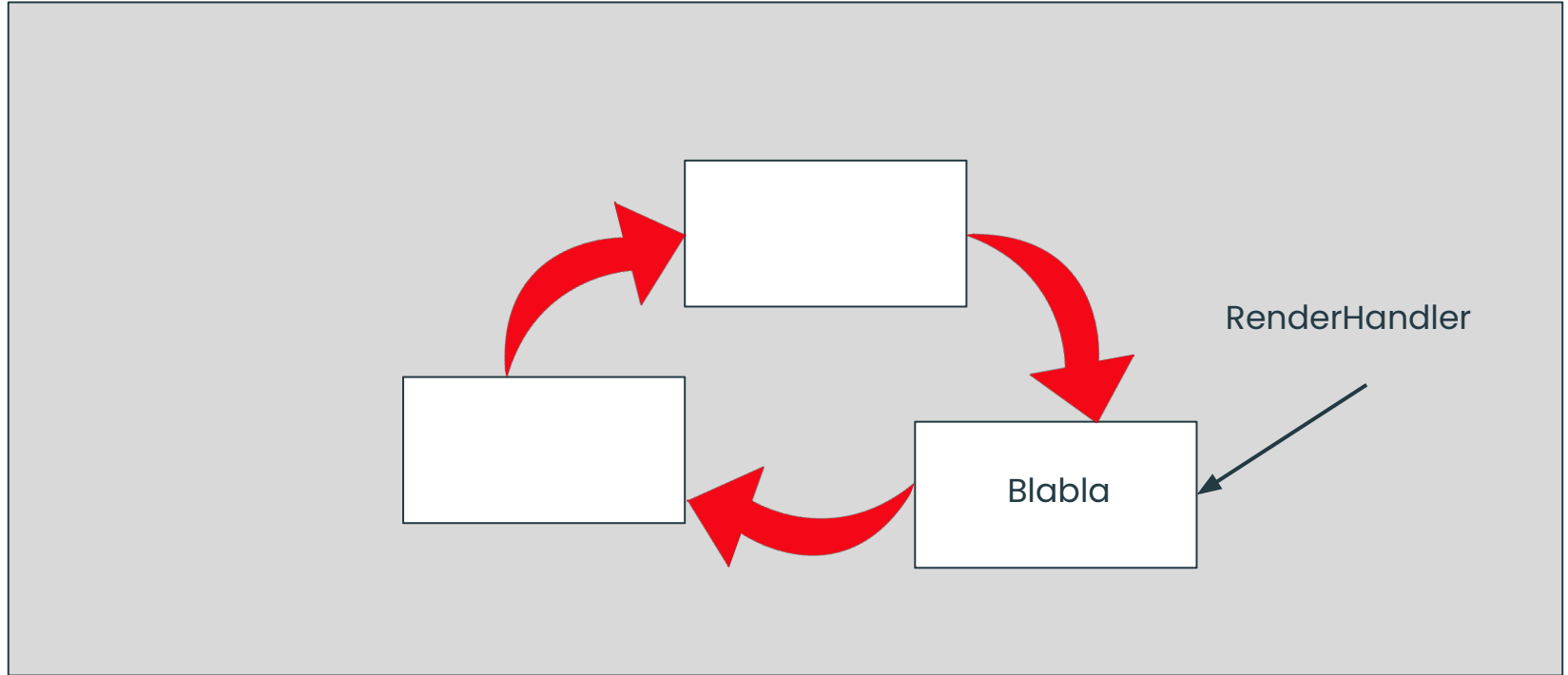
# Stratégie graphique



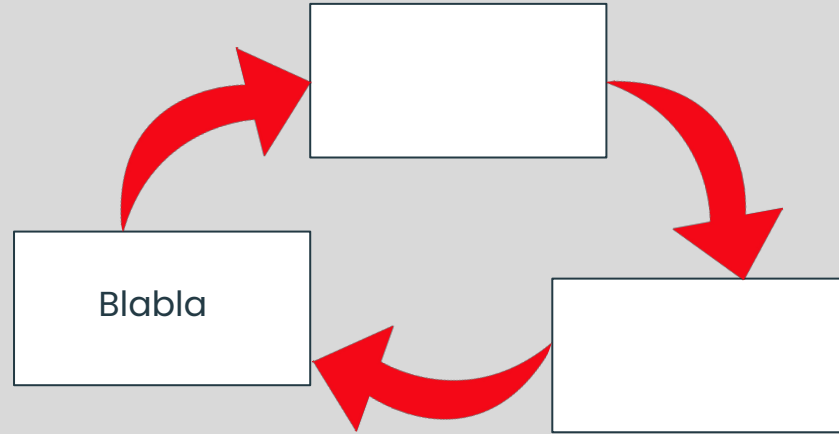
# Stratégie graphique



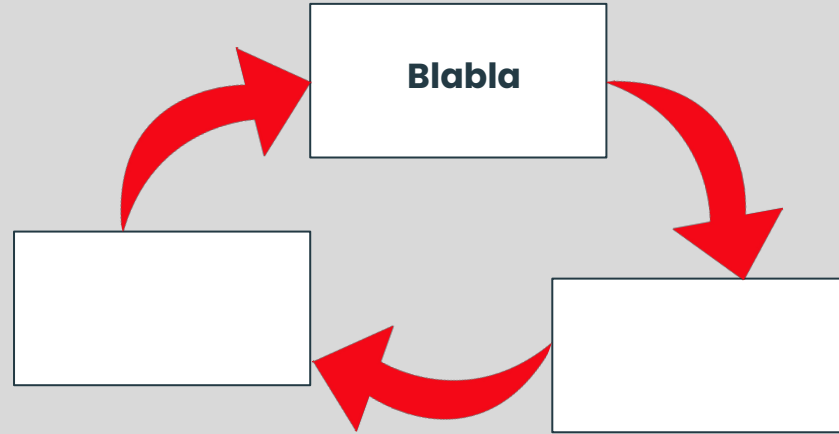
# Stratégie graphique



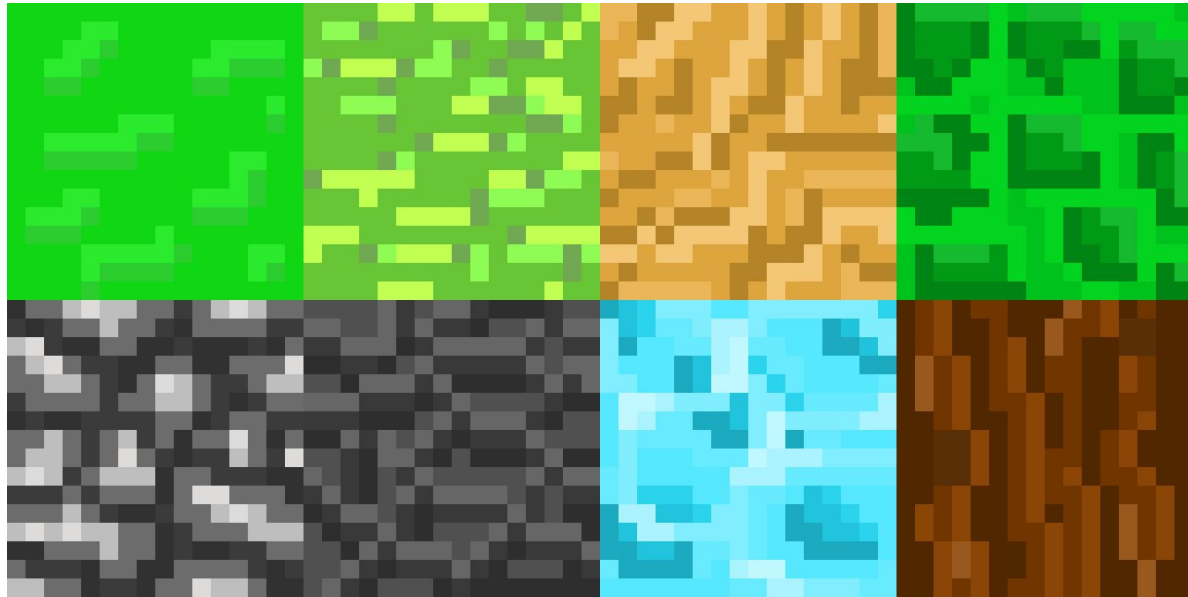
# Stratégie graphique



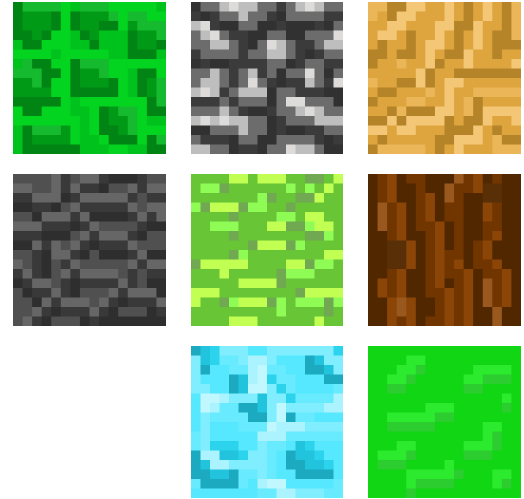
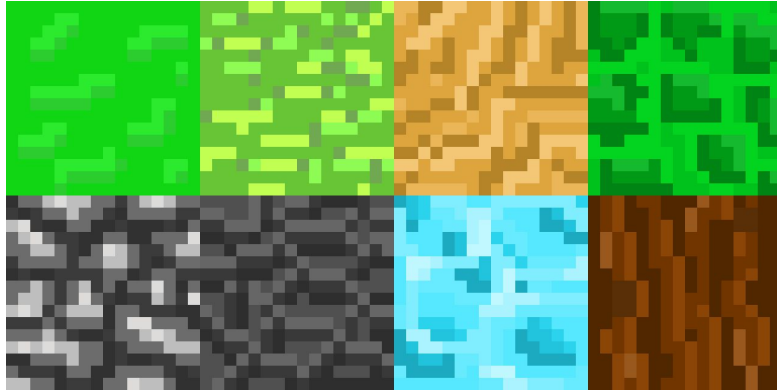
# Stratégie graphique



# Stratégie graphique

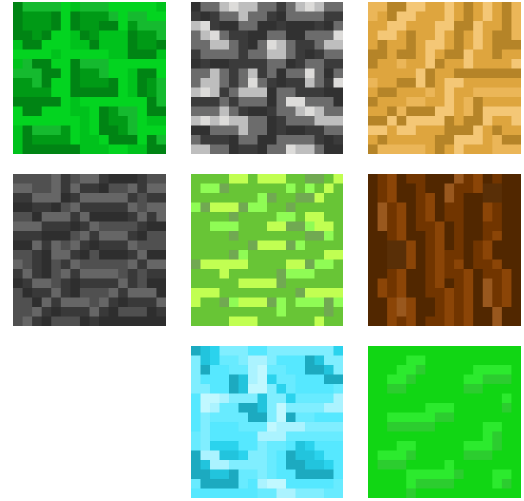
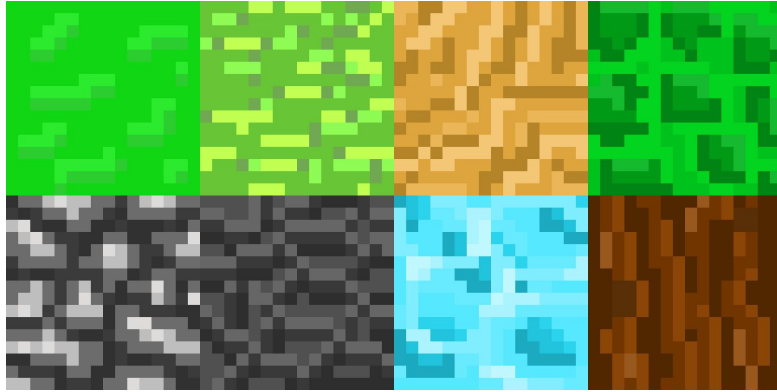


# Stratégie graphique





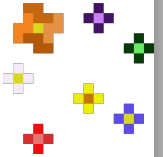
# Stratégie graphique



tileID



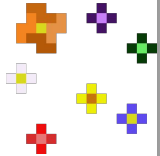
# Stratégie graphique



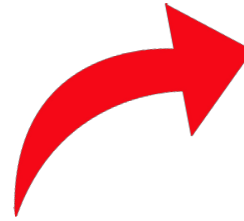
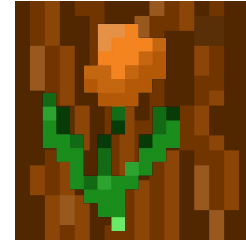
# Stratégie graphique



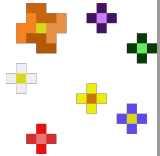
tileID-xpos-ypos-layerID



# Stratégie graphique



tileID-xpos-ypos-layerID



# Stratégie graphique

[tileID-xpos-ypos-layerID]

# Stratégie graphique



# Stratégie graphique



# Stratégie graphique





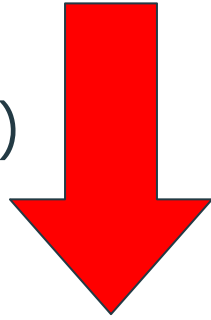
# Stratégie graphique

[ tileID-xpos-ypos-layerID | tileID-xpos-ypos-layerID | ... ]

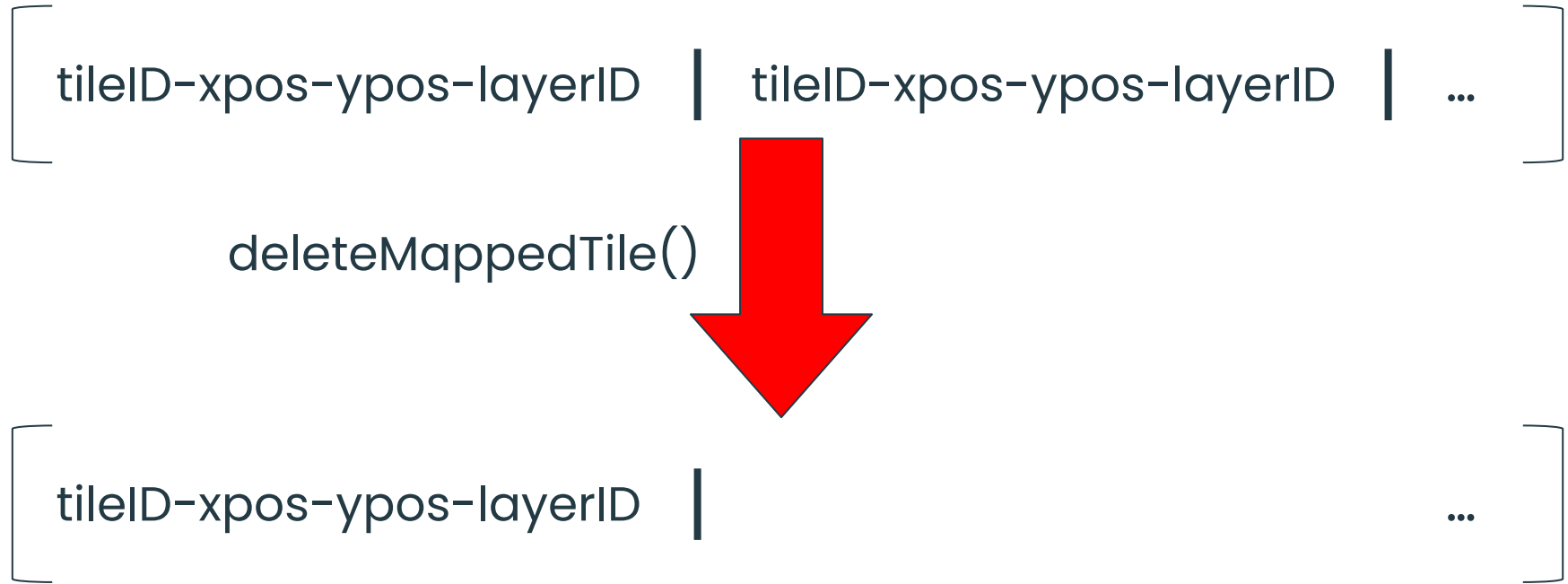
# Stratégie graphique

[ tileID-xpos-ypos-layerID | tileID-xpos-ypos-layerID | ... ]

deleteMappedTile()



# Stratégie graphique



# Stratégie graphique

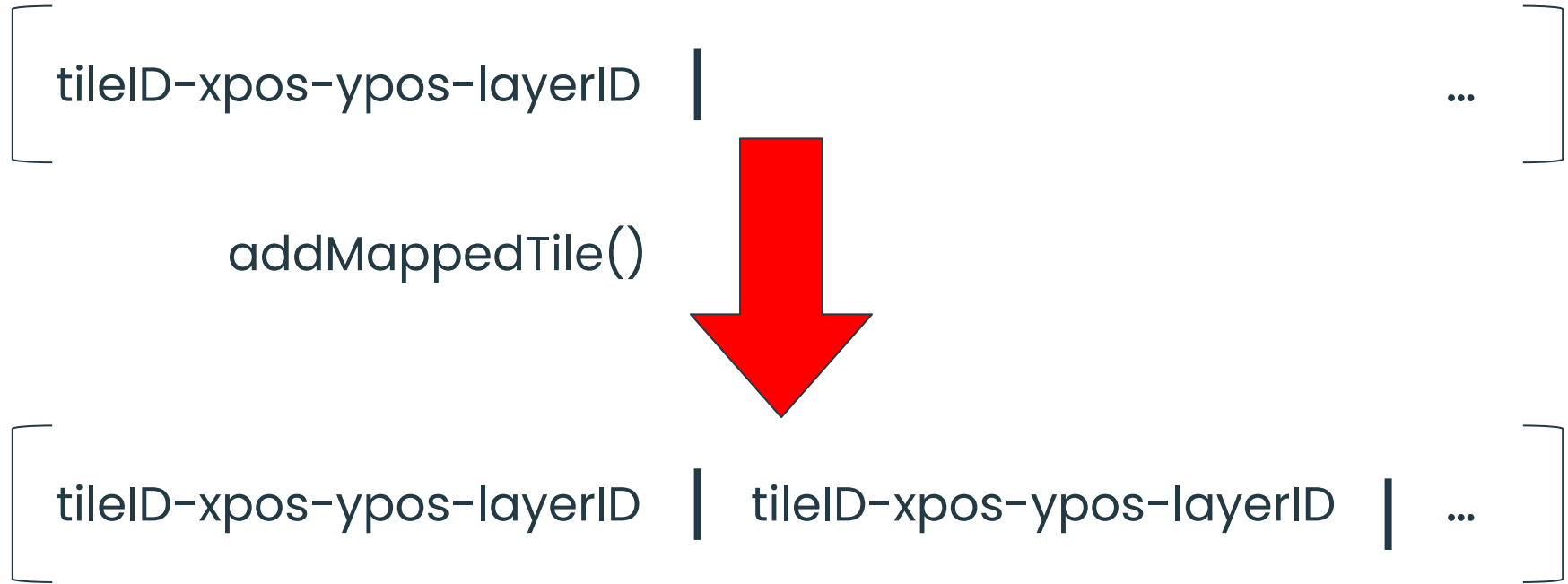
tileID-xpos-ypos-layerID |

...

# Stratégie graphique

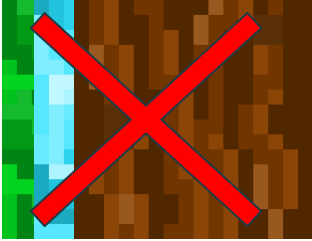


# Stratégie graphique



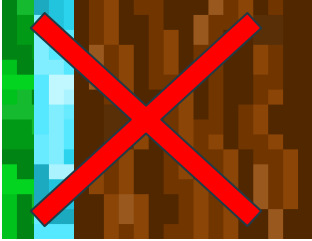
# Stratégie graphique

Superposition !



# Stratégie graphique

Superposition !

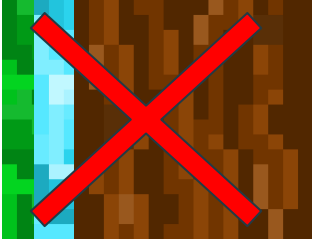


HashMap



# Stratégie graphique

Superposition !

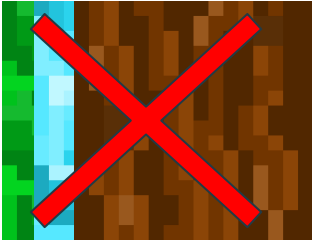


HashMap



# Stratégie graphique

Superposition !



HashMap



Nettoie le fichier de map  
⇒ conserve une unique tile

# Stratégie graphique

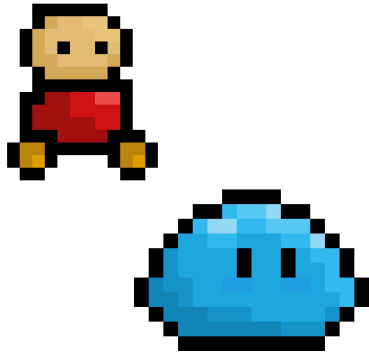


# Stratégie graphique



# Stratégie graphique

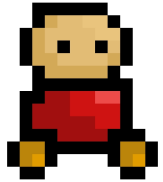
Object : GameObject



# Stratégie graphique

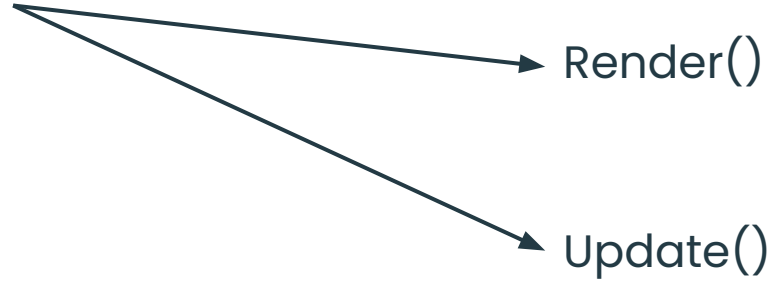
Object : GameObject

→ Render()



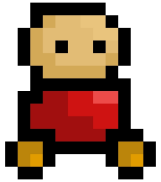
# Stratégie graphique

Object : GameObject



# Stratégie graphique

Render()





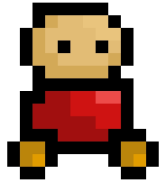
# Stratégie graphique

Render()



# Stratégie graphique

Render()



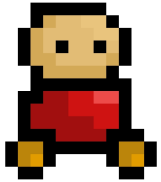
# Stratégie graphique

Render()



# Stratégie graphique

Render()



# Stratégie graphique

Render()

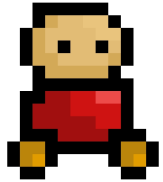


Update()

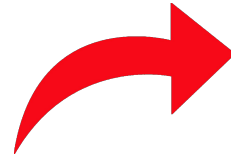
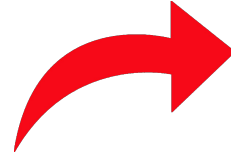


# Stratégie graphique

Render()



Update()

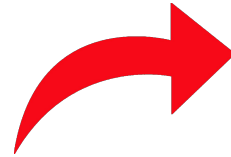
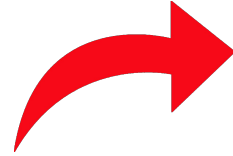


# Stratégie graphique

Render()



Update()



# Stratégie graphique

Utilisation de rectangles !



# Stratégie graphique

Utilisation de rectangles !

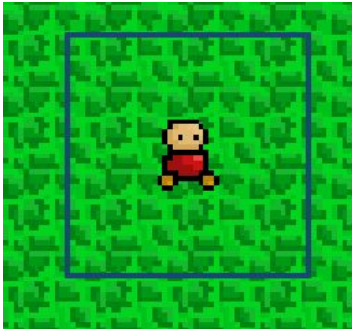


**CARRÉ /  
TRIANGLE  
/ CERCLE ...**

**RECTANGLE**

# Stratégie graphique

Utilisation de rectangles !



Camera  
Hitboxes ...

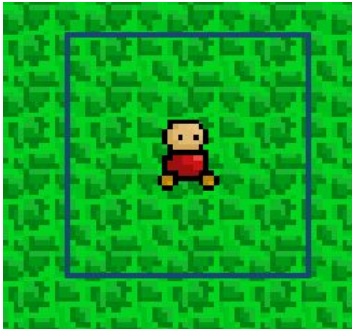


**CARRÉ /  
TRIANGLE  
/ CERCLE ...**

**RECTANGLE**

# Stratégie graphique

Utilisation de rectangles !



- Camera
- Hitboxes ...

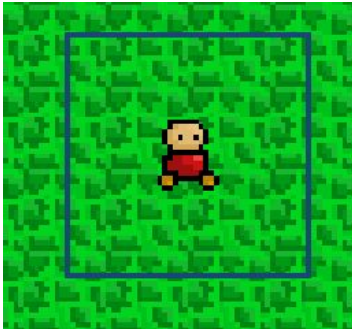


**CARRÉ /  
TRIANGLE  
/ CERCLE ...**

**RECTANGLE**

# Stratégie graphique

Utilisation de rectangles !



- Camera
- Hitboxes ...



**CARRÉ /  
TRIANGLE  
/ CERCLE ...**

**RECTANGLE**

# Interactions joueur-NPC



NPC

# Interactions joueur-NPC

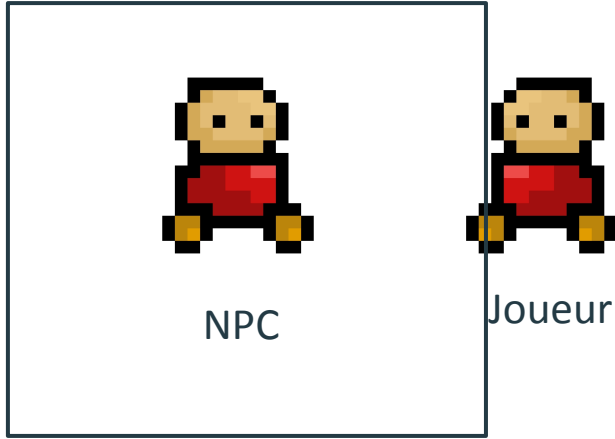


NPC

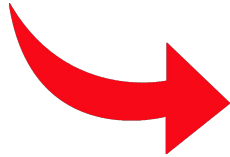
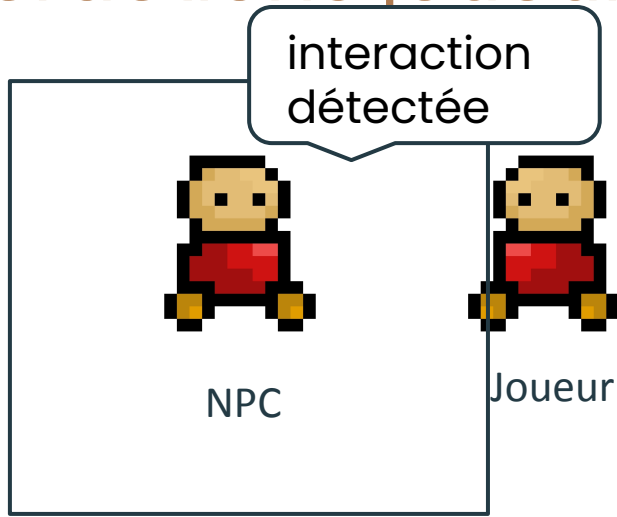


Joueur

# Interactions joueur-NPC



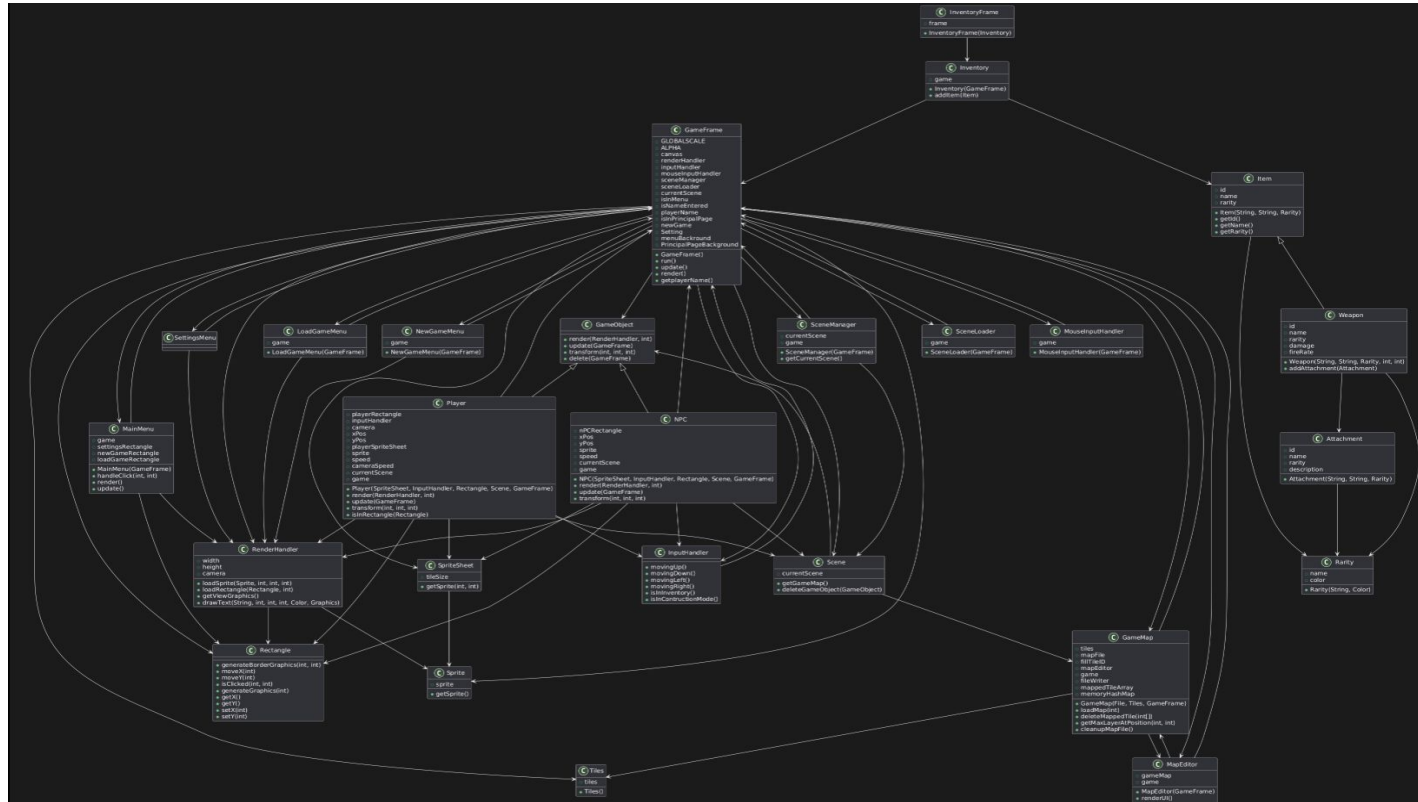
# Interactions joueur-NPC



Possibilité d'interagir avec le NPC



## Diagramme UML Final :





Merci pour votre attention !