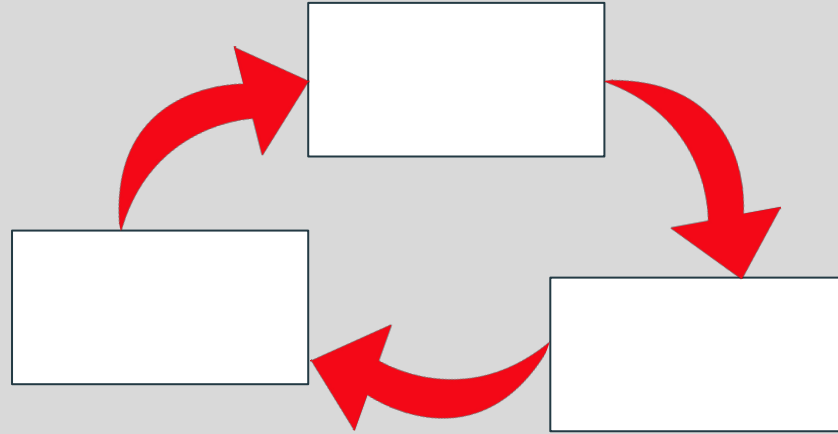


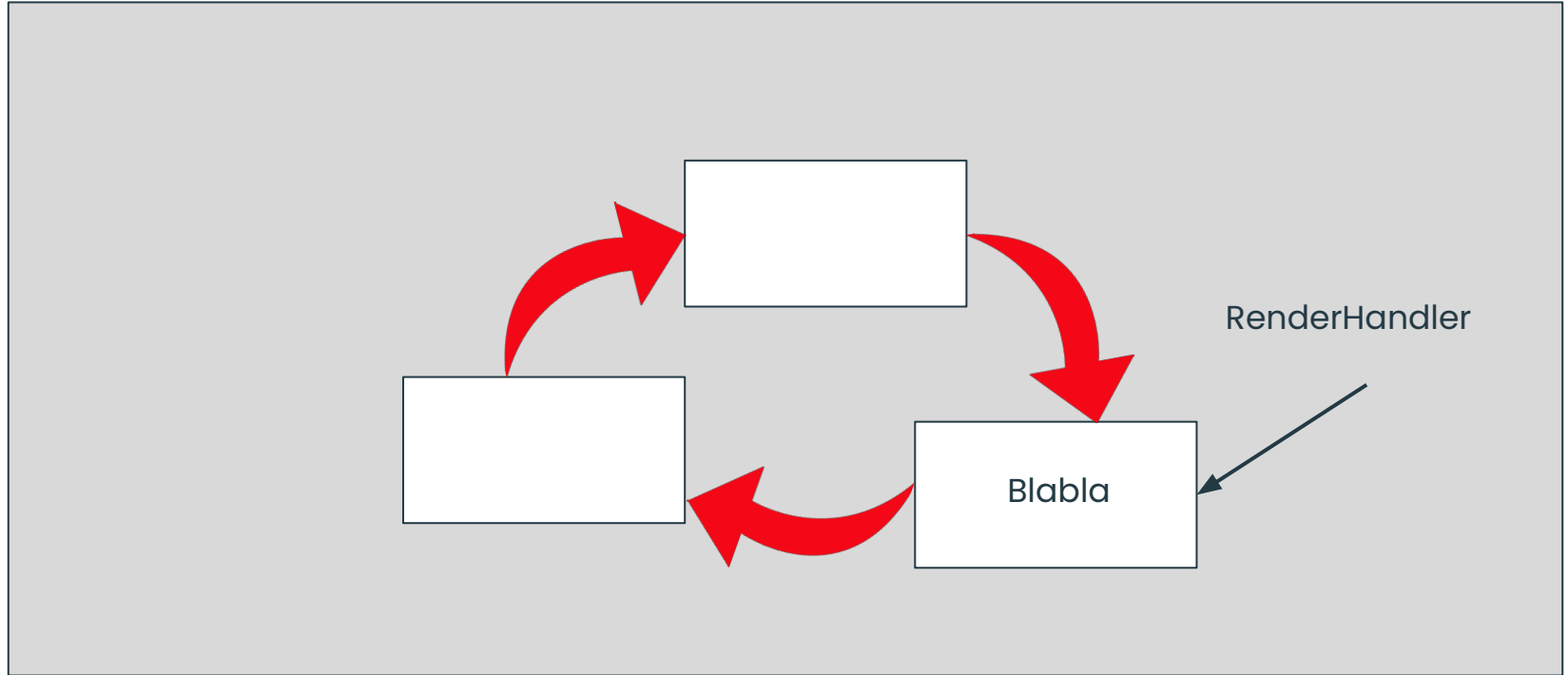


Projet-Long GH02

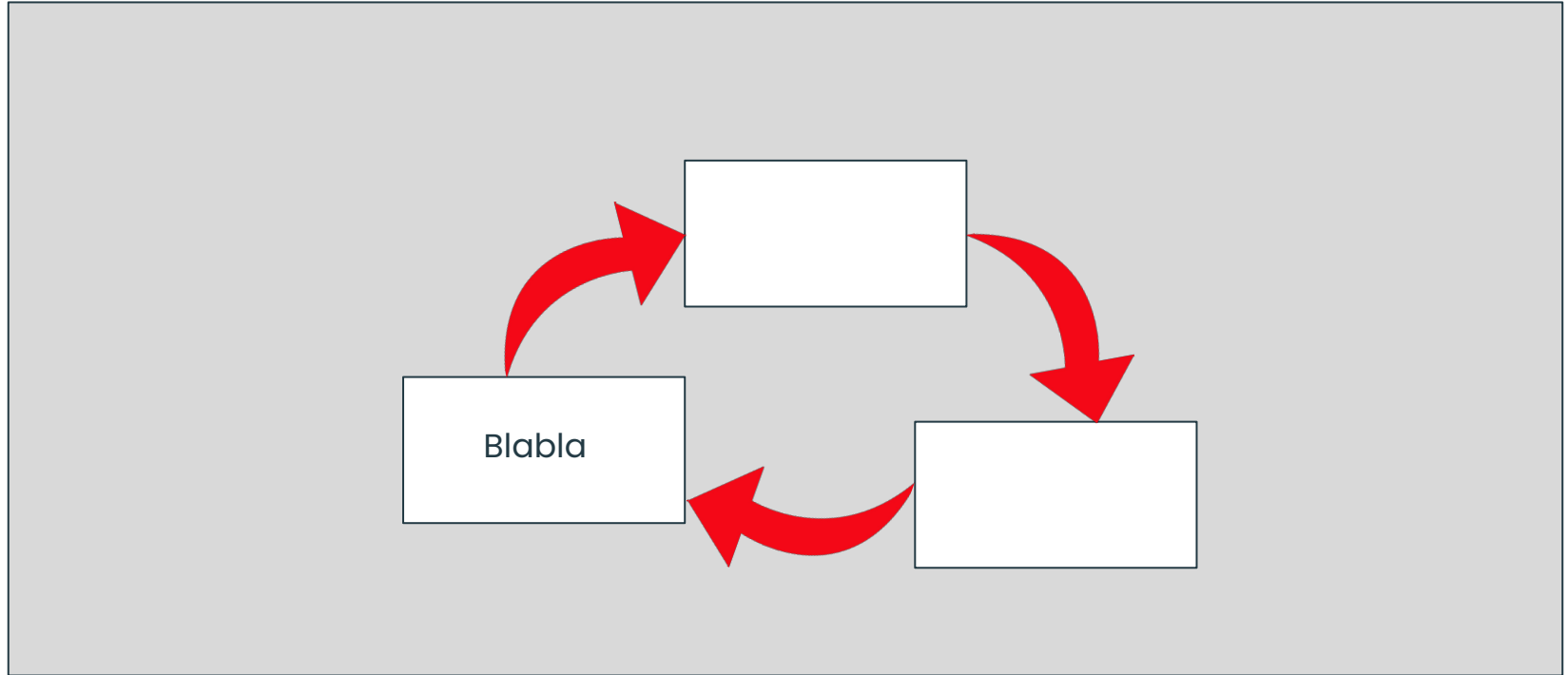
Stratégie graphique



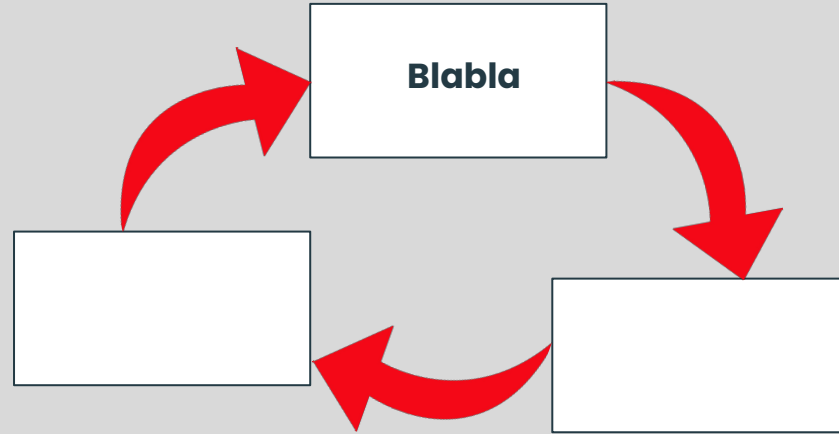
Stratégie graphique



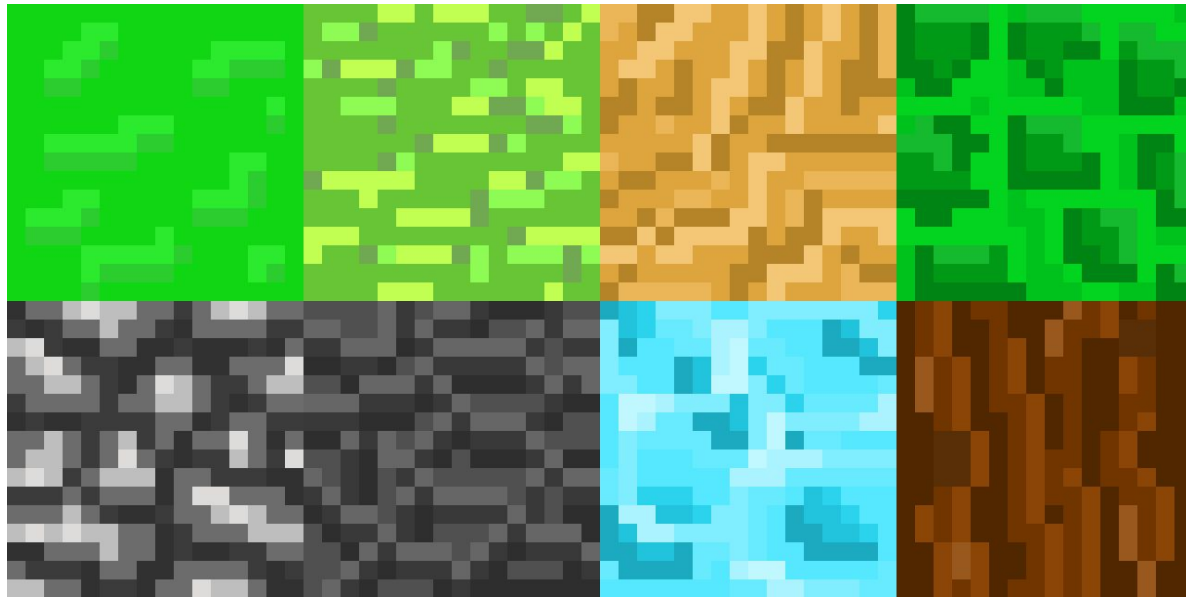
Stratégie graphique



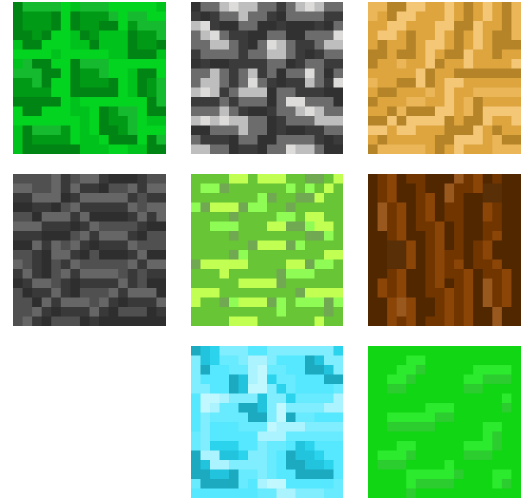
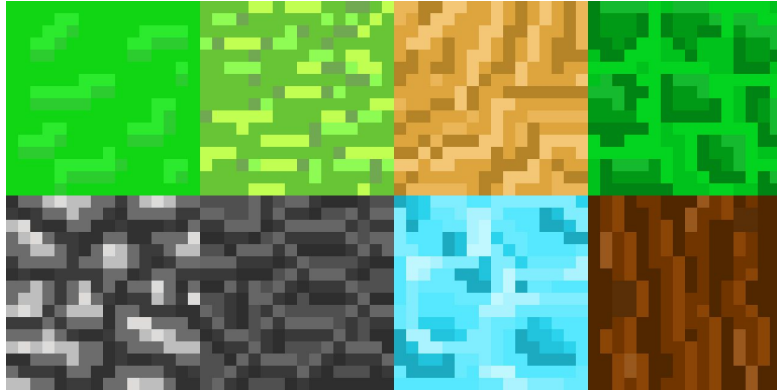
Stratégie graphique



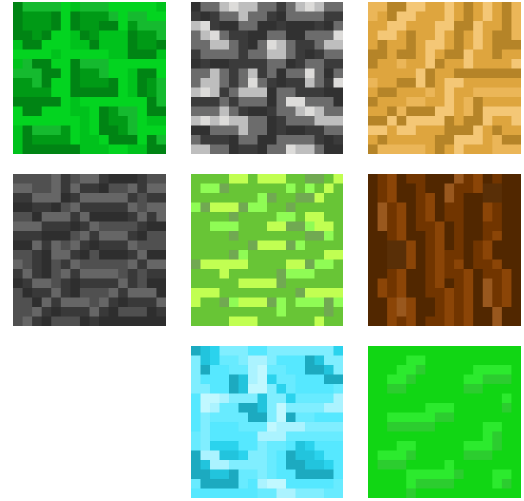
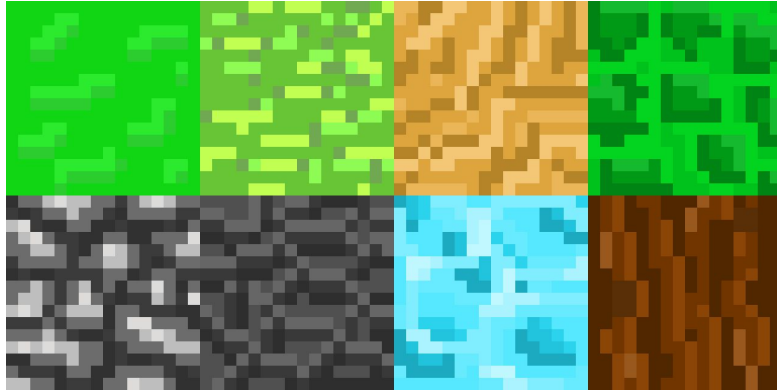
Stratégie graphique



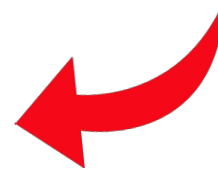
Stratégie graphique



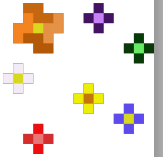
Stratégie graphique



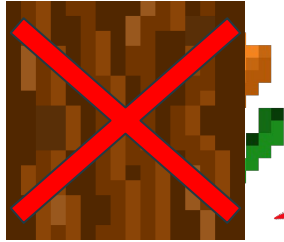
tileID



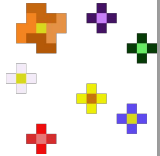
Stratégie graphique



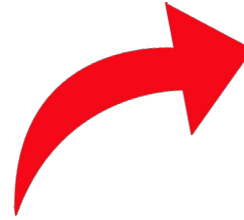
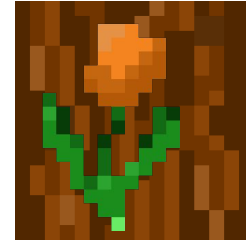
Stratégie graphique



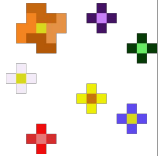
tileID-xpos-ypos-layerID



Stratégie graphique



tileID-xpos-ypos-layerID



Stratégie graphique

[tileID-xpos-ypos-layerID]

Stratégie graphique



Stratégie graphique



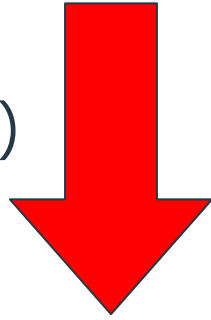
Stratégie graphique

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

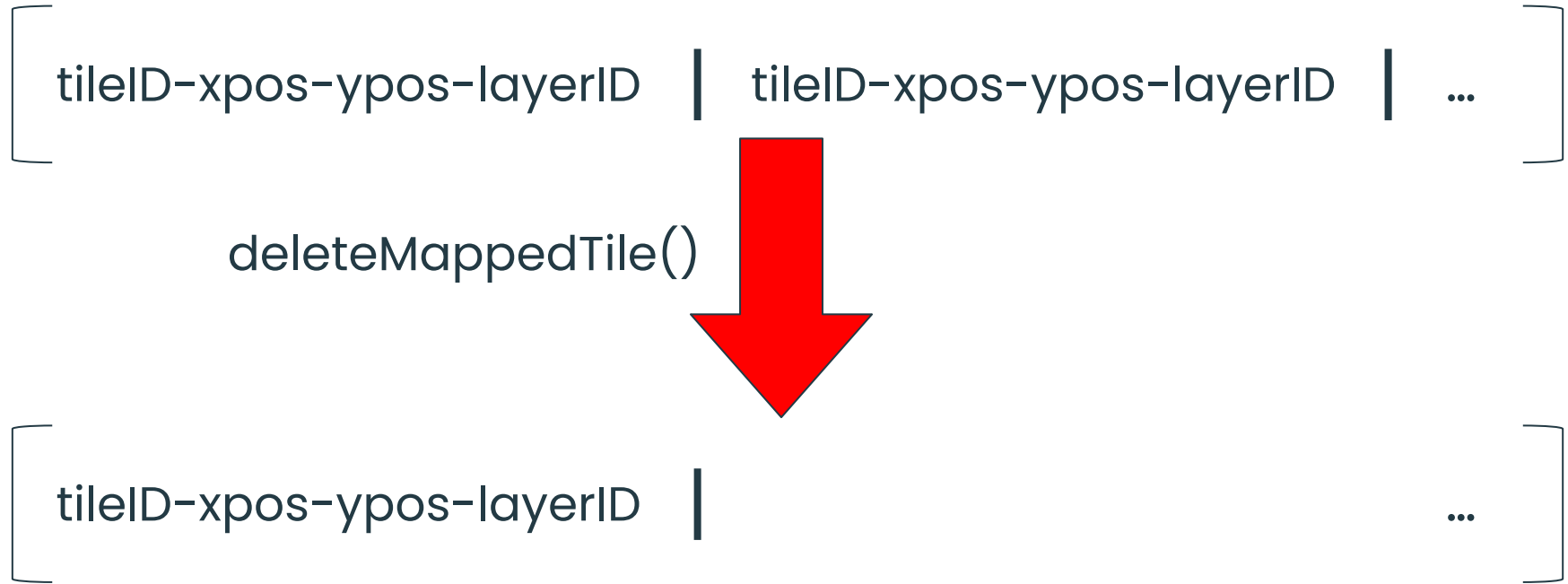
Stratégie graphique

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

deleteMappedTile()



Stratégie graphique



Stratégie graphique

tileID-xpos-ypos-layerID |

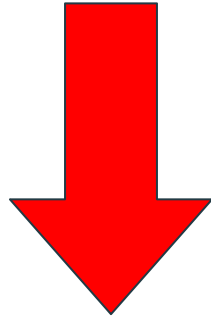
...

Stratégie graphique

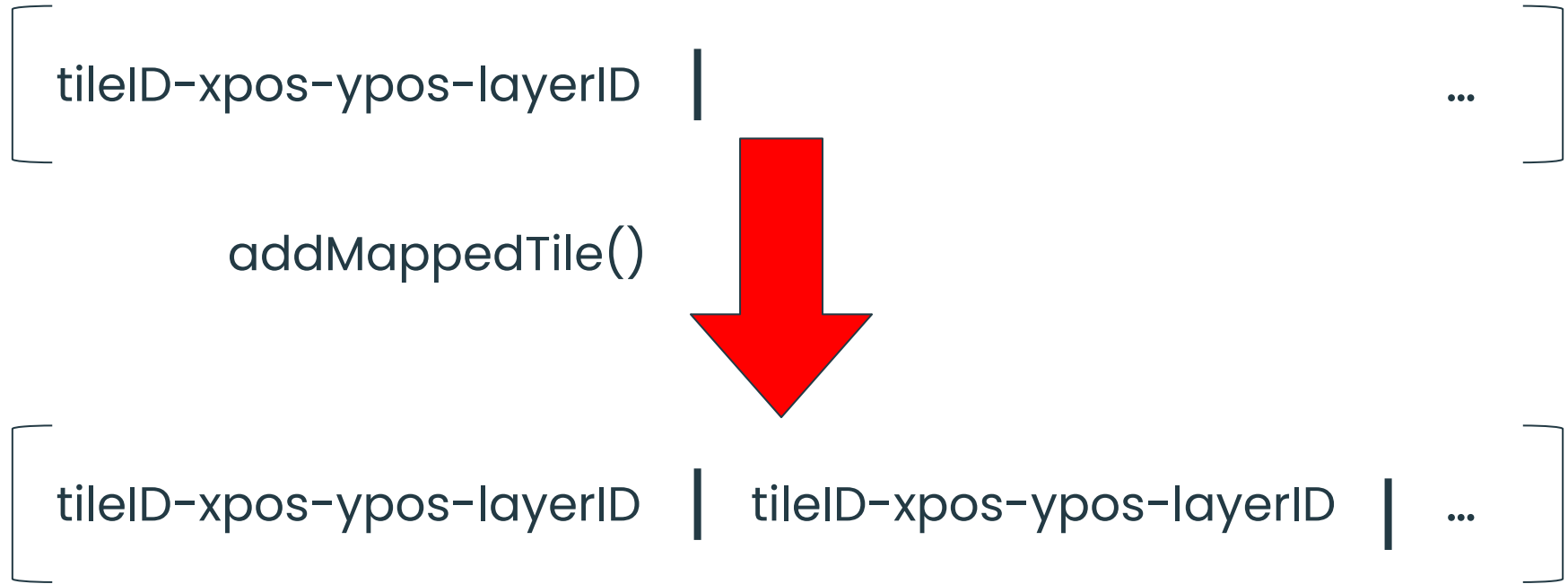
[tileID-xpos-ypos-layerID |

...

addMappedTile()

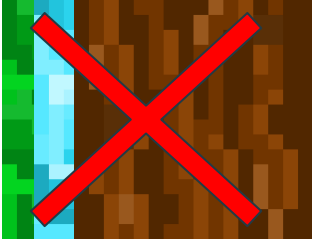


Stratégie graphique



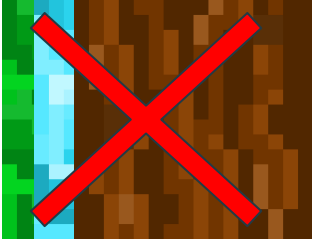
Stratégie graphique

Superposition !



Stratégie graphique

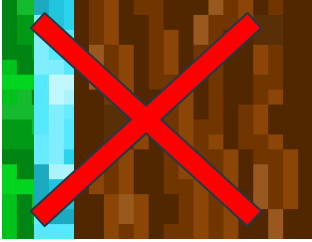
Superposition !



HashMap

Stratégie graphique

Superposition !

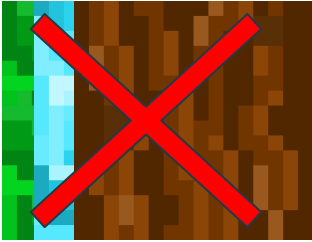


HashMap



Stratégie graphique

Superposition !



HashMap



Nettoie le fichier de map
⇒ conserve une unique tile

Stratégie graphique

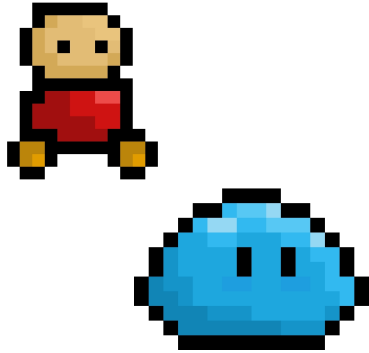


Stratégie graphique



Stratégie graphique

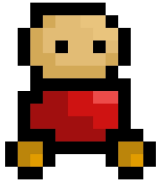
Object : GameObject



Stratégie graphique

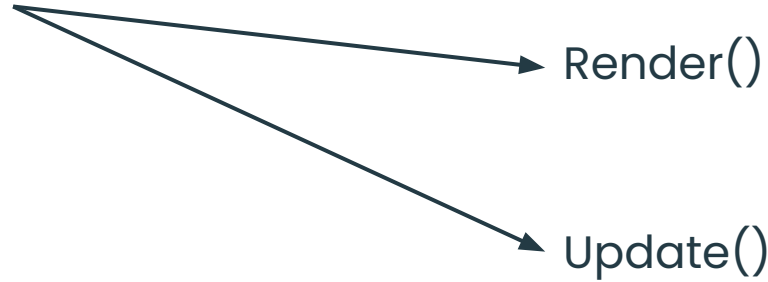
Object : GameObject

→ Render()



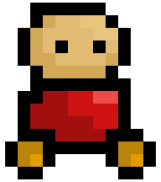
Stratégie graphique

Object : GameObject



Stratégie graphique

Render()



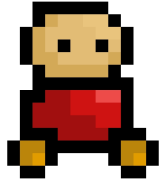
Stratégie graphique

Render()



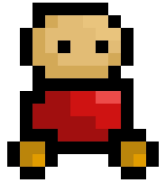
Stratégie graphique

Render()



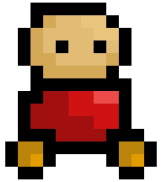
Stratégie graphique

Render()



Stratégie graphique

Render()



Stratégie graphique

Render()

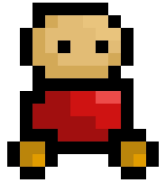


Update()

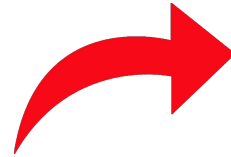


Stratégie graphique

Render()

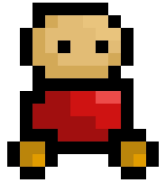


Update()

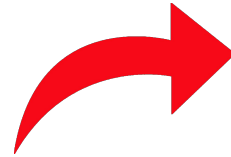
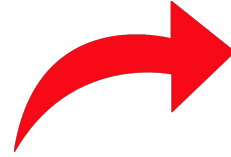


Stratégie graphique

Render()



Update()



Stratégie graphique

Utilisation de rectangles !

Stratégie graphique

Utilisation de rectangles !

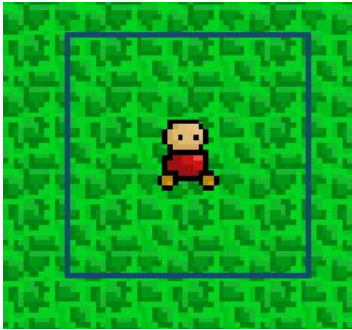


**CARRÉ /
TRIANGLE
/ CERCLE ...**

RECTANGLE

Stratégie graphique

Utilisation de rectangles !



- Camera
- Hitboxes ...



**CARRÉ /
TRIANGLE
/ CERCLE ...**

RECTANGLE

Interactions joueur-NPC



NPC

Interactions joueur-NPC

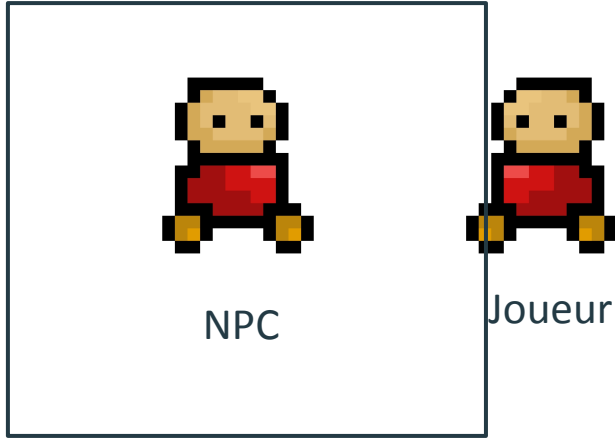


NPC

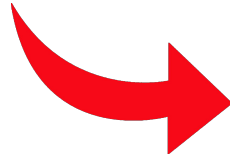
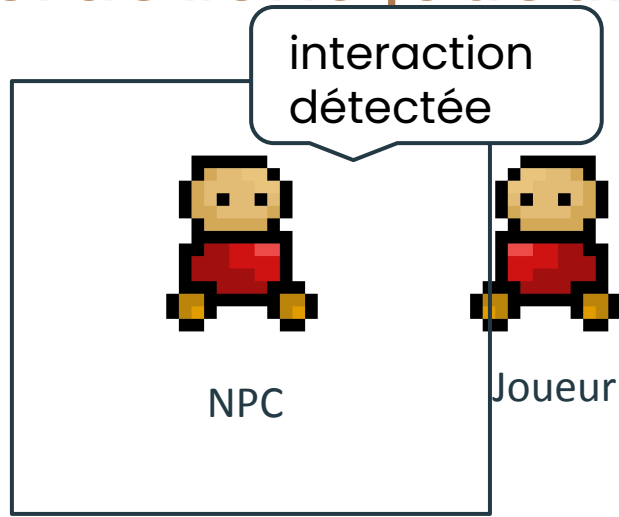


Joueur

Interactions joueur-NPC

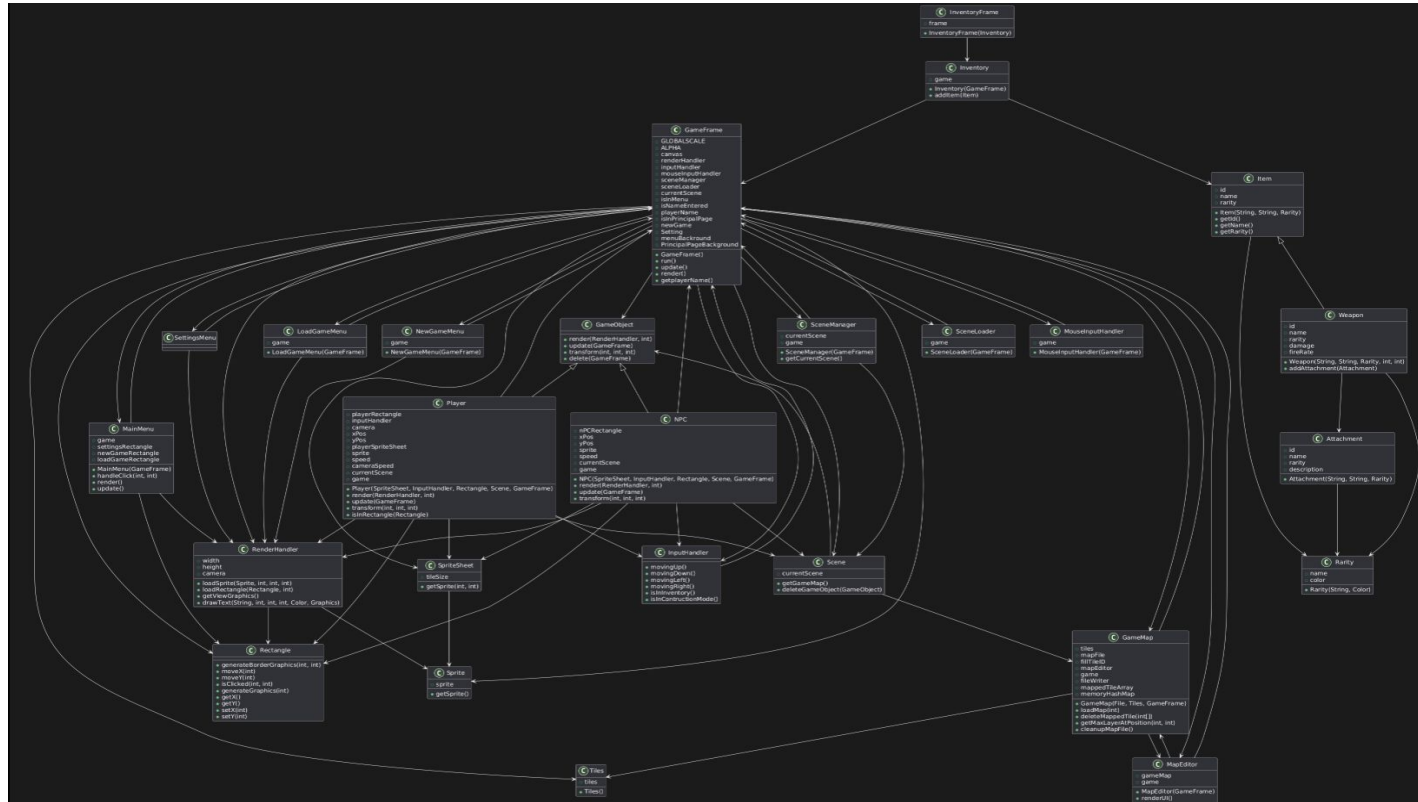


Interactions joueur-NPC



Possibilité d'interagir avec le NPC

Diagramme UML Final :





Merci pour votre attention !