

## INTERFACES

«interface» ISubject

notifie

«interface» IObserver

## CORE (Logique)

LevelFactory

RuleSystem

Rule

Board

Entity (Abstrait)

Rock

Baba

Wall

Flag

RuleWord

## VIEW (SFML)

GameView

Menu

crée

utilise

lance

lit état

possède (Grille)

Position

Properties