

MAGE



WARRIOR



Modèle & API - TP1 [INF7845]

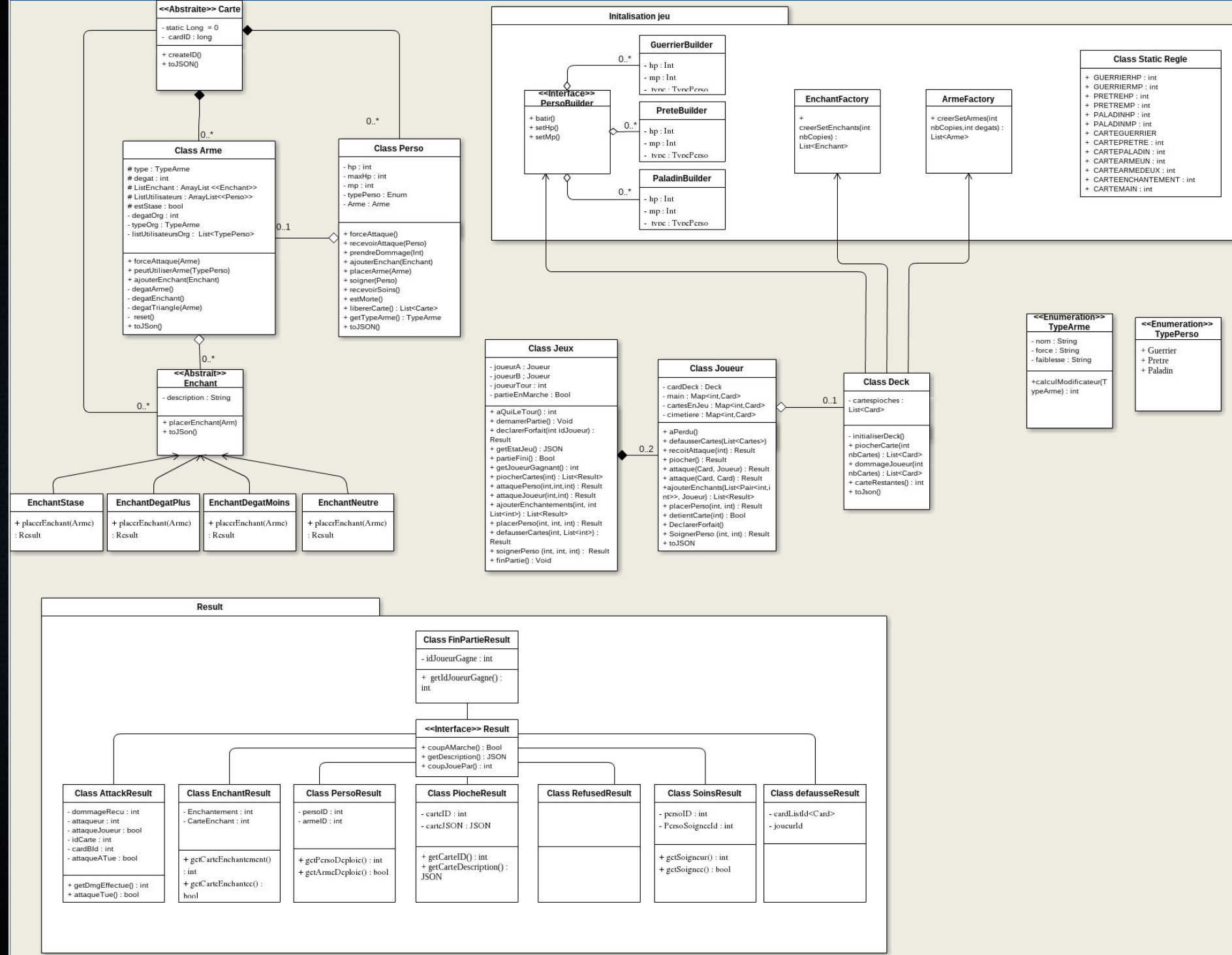
Partie II : Le retour du modèle

PALADIN

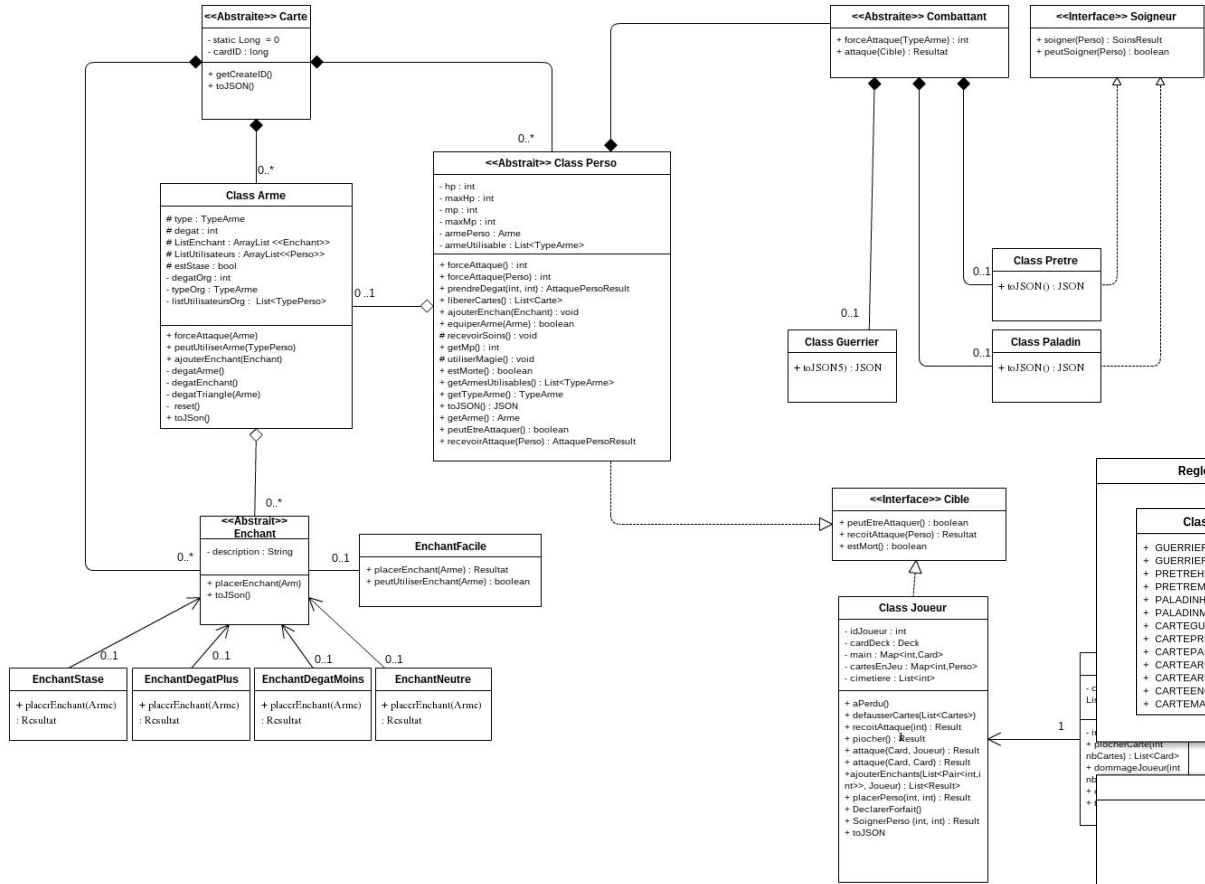


Nicolas Reynaud

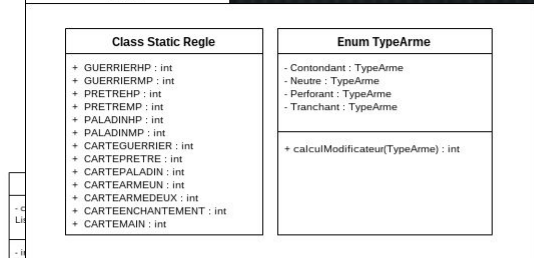
Mathieu Gravel



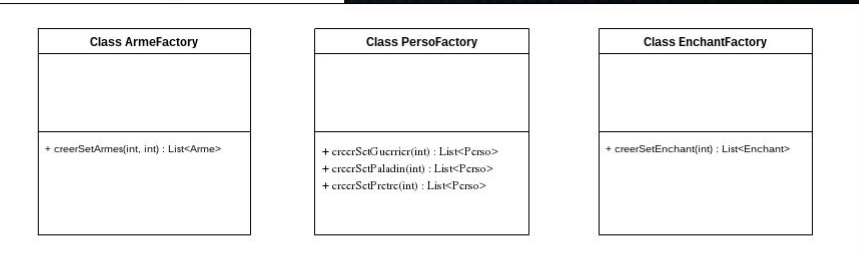
Jeux Cartes



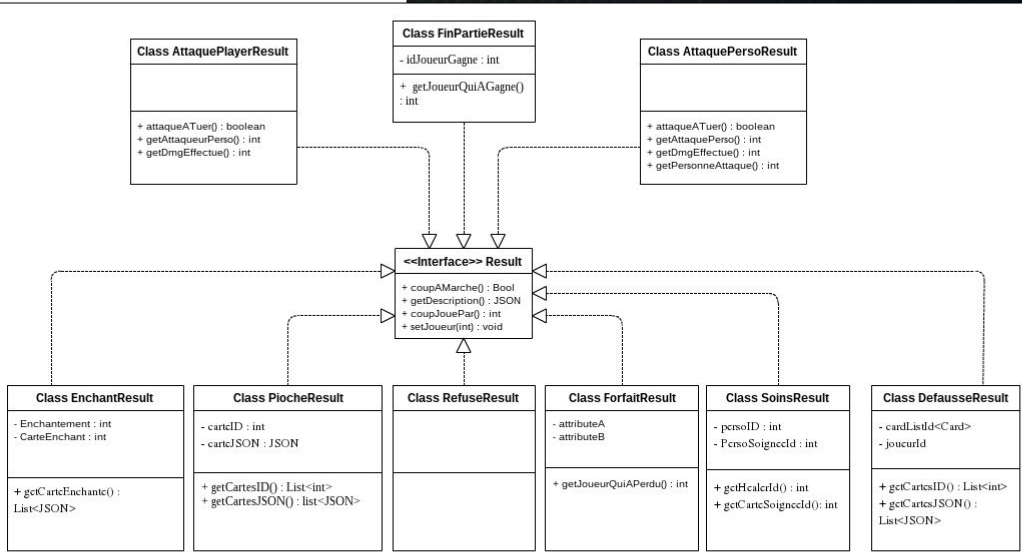
Regles



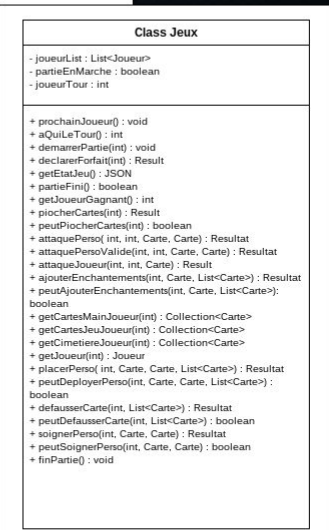
Init



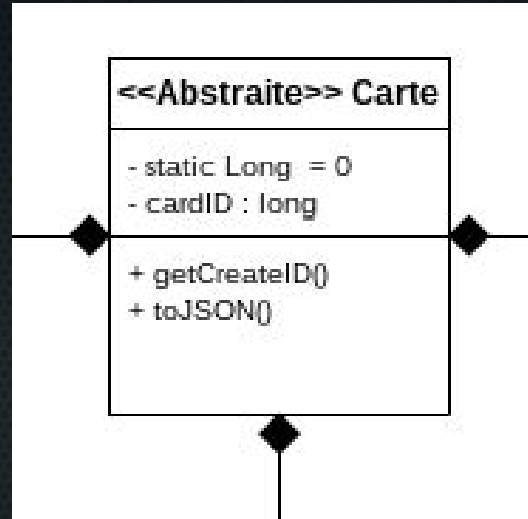
ResultUtils



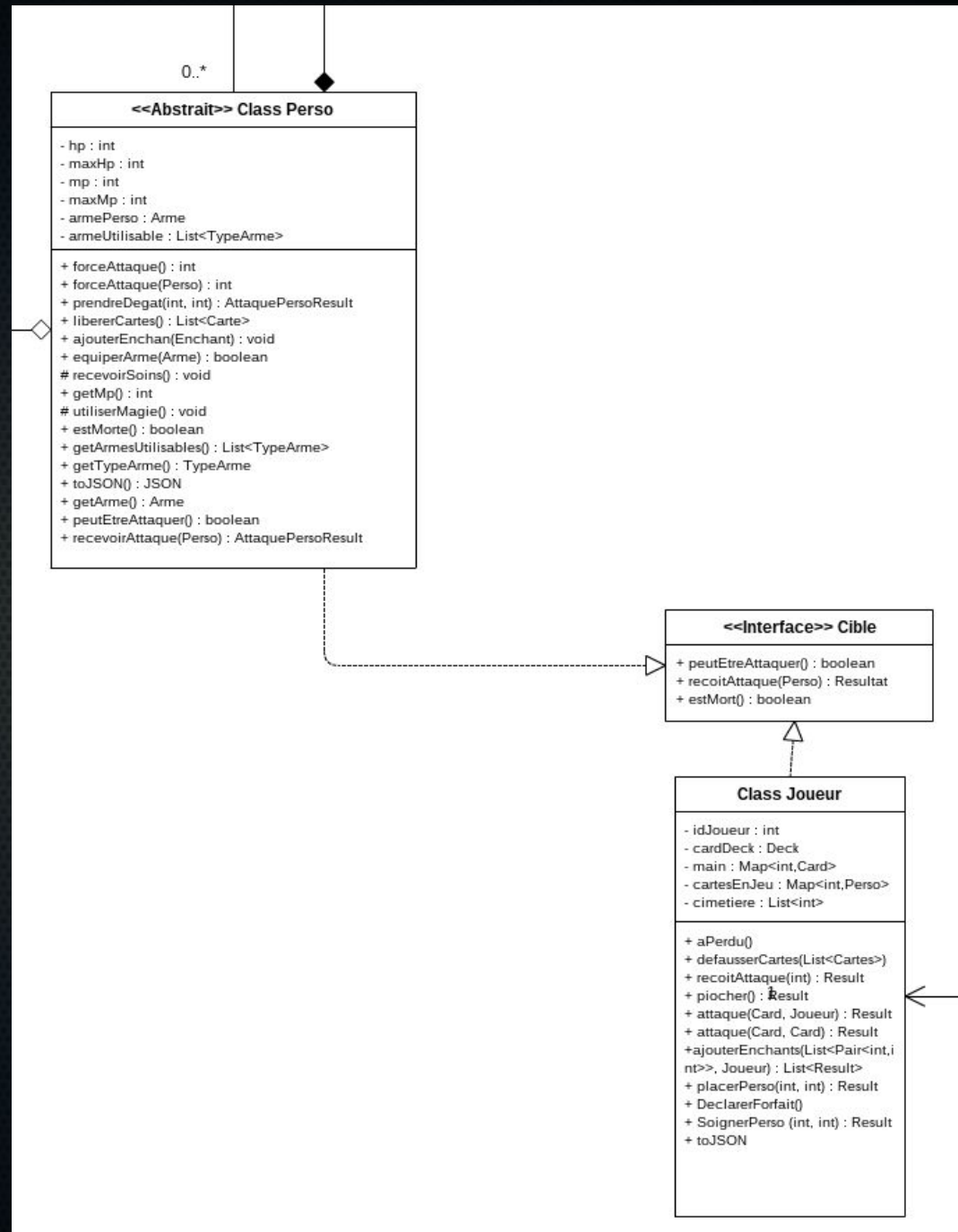
API



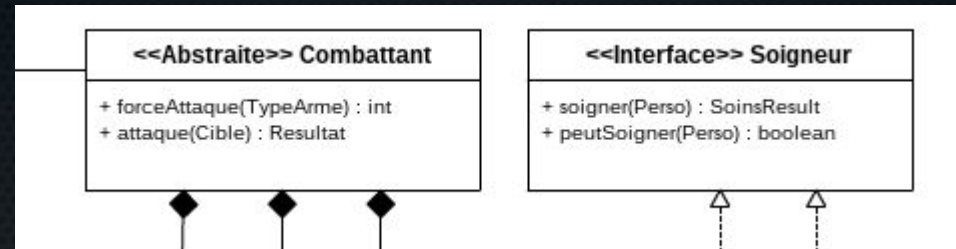
I - Cartes



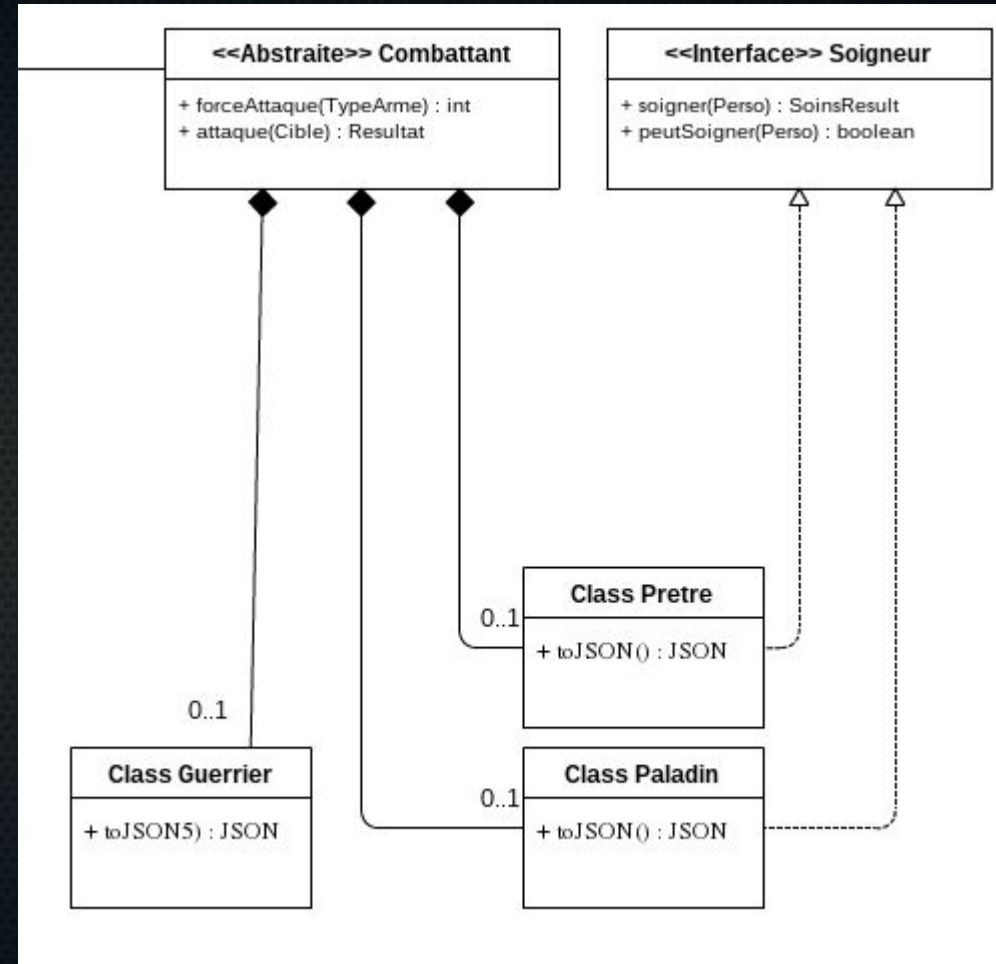
II - Cible



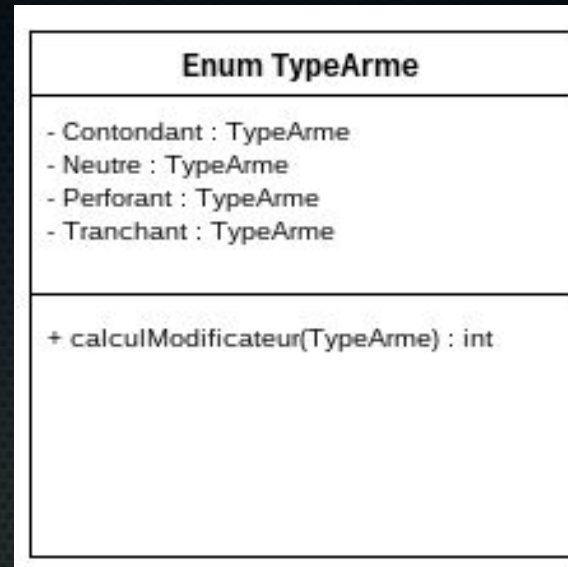
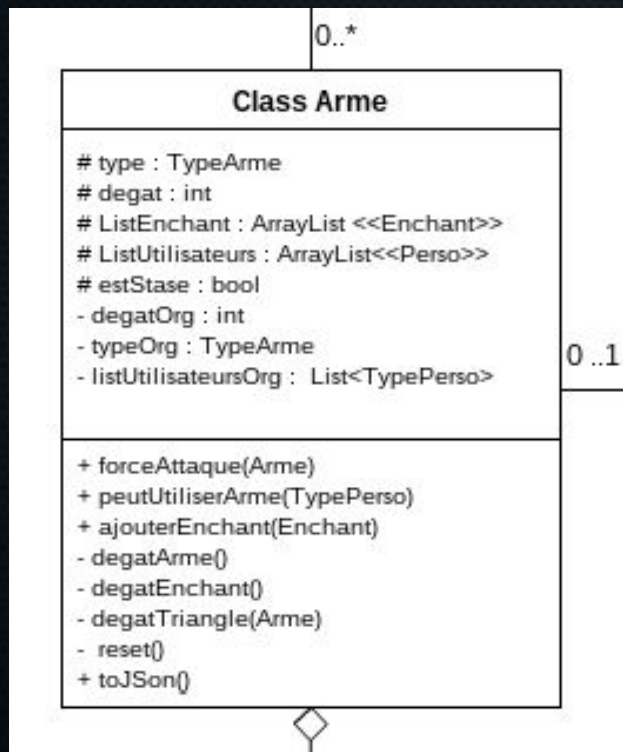
III - Attaquant & Soin



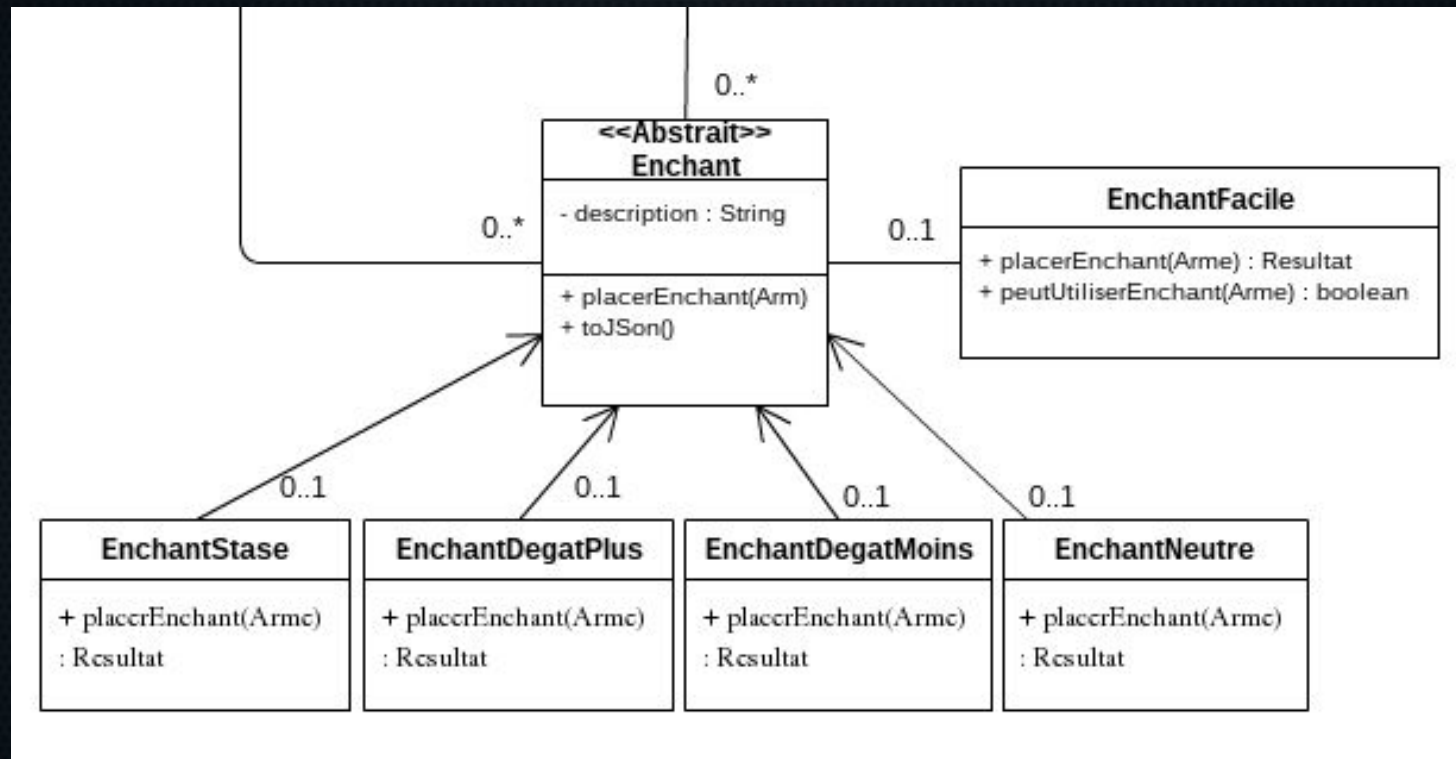
IV - Les 3 types de perso

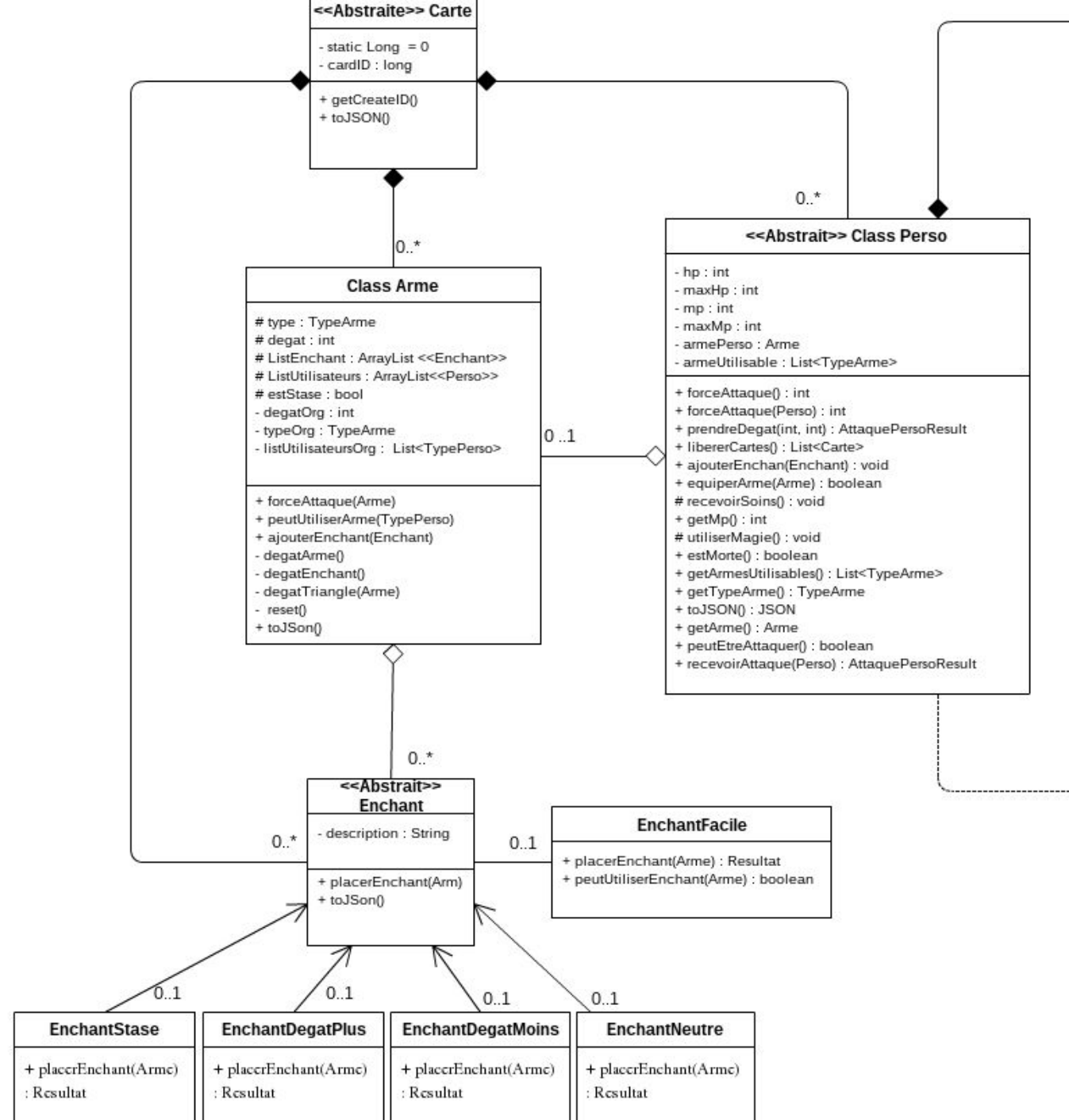


V - Les armes et leurs types

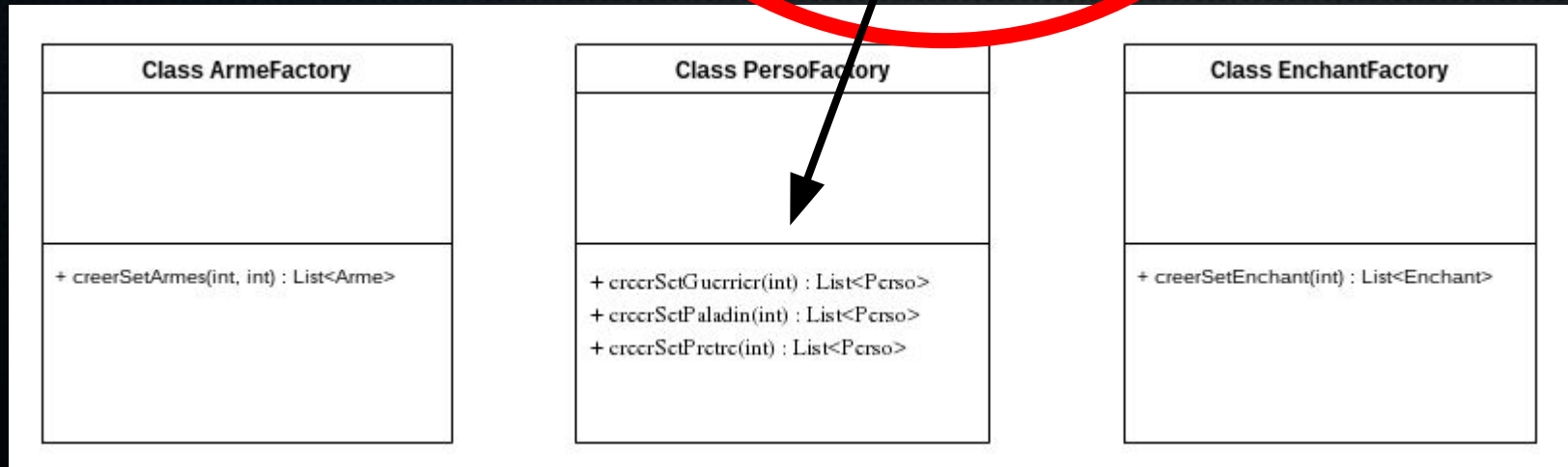
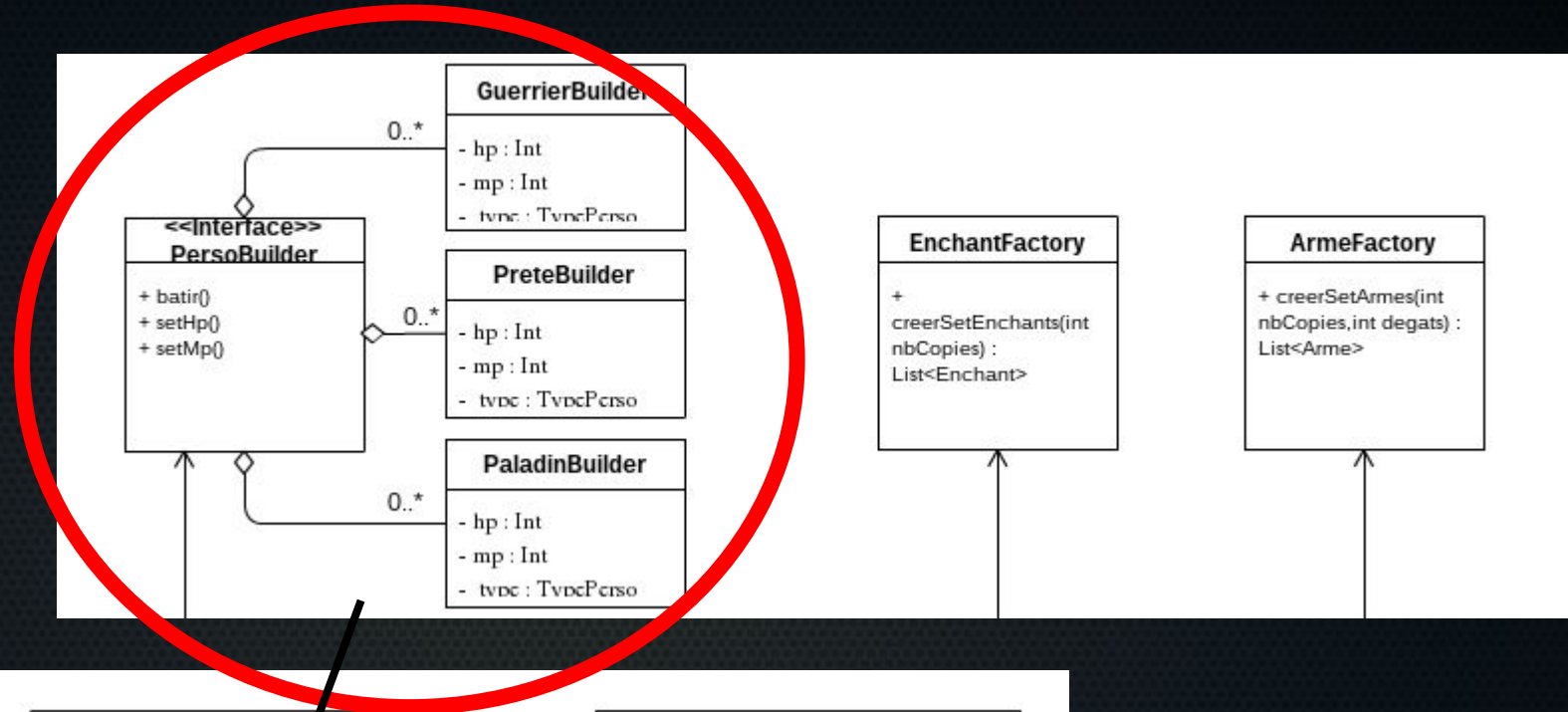


VI - Les enchantes

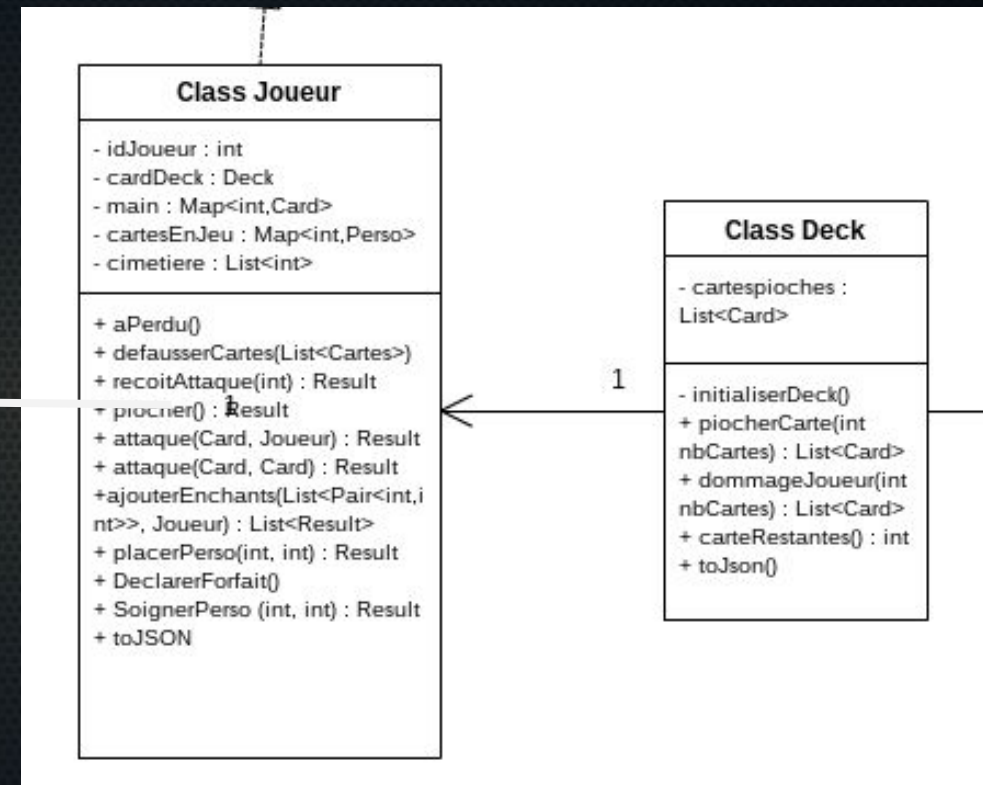




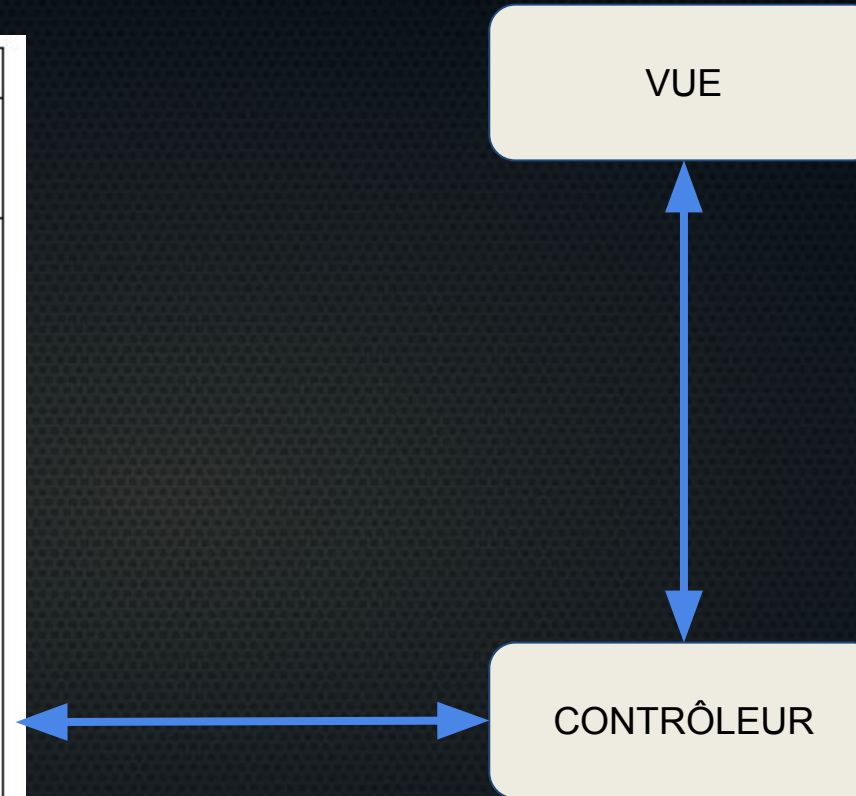
VII - Les factory



VIII - Le deck

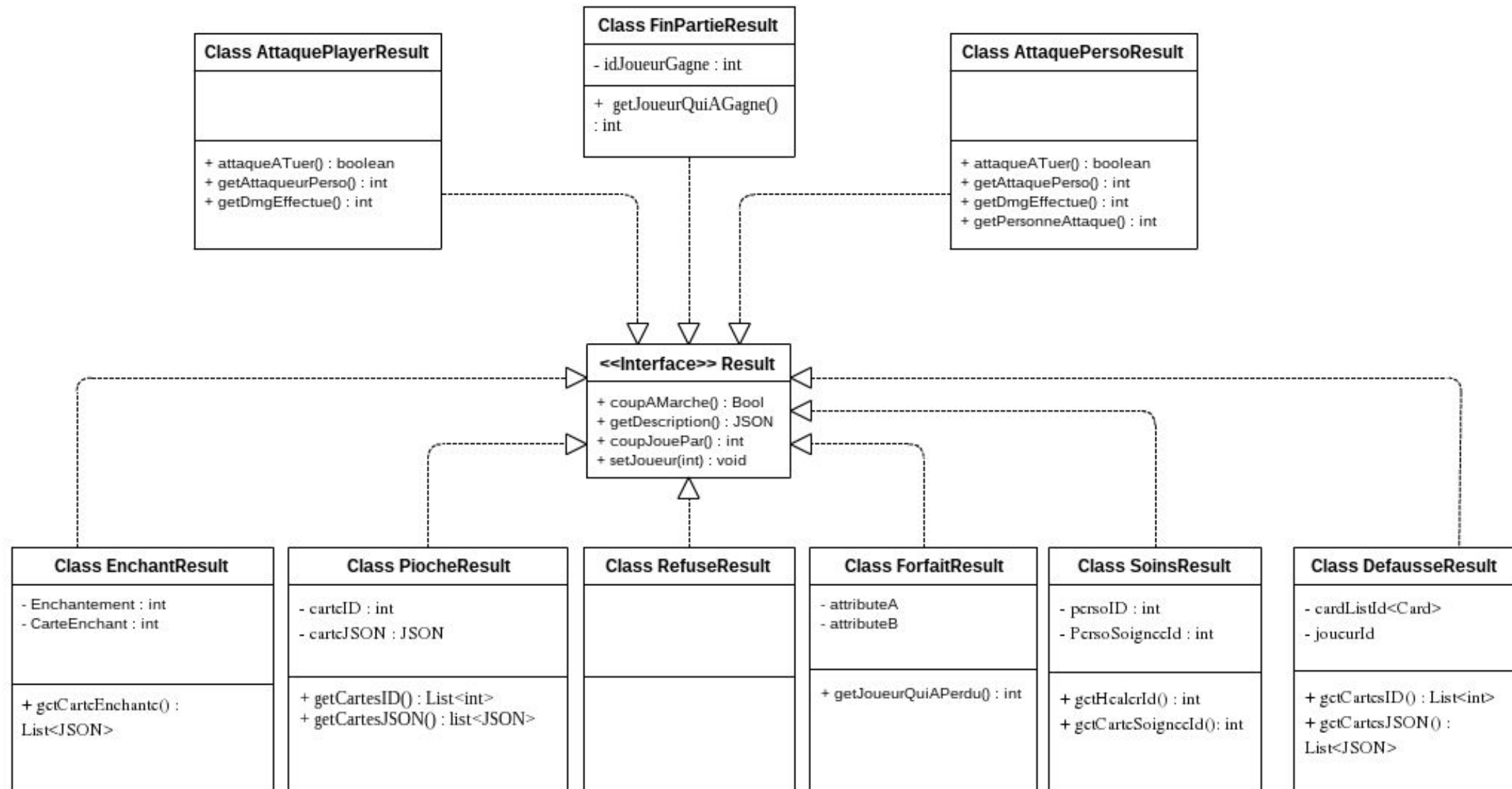


IX - L'API jeux

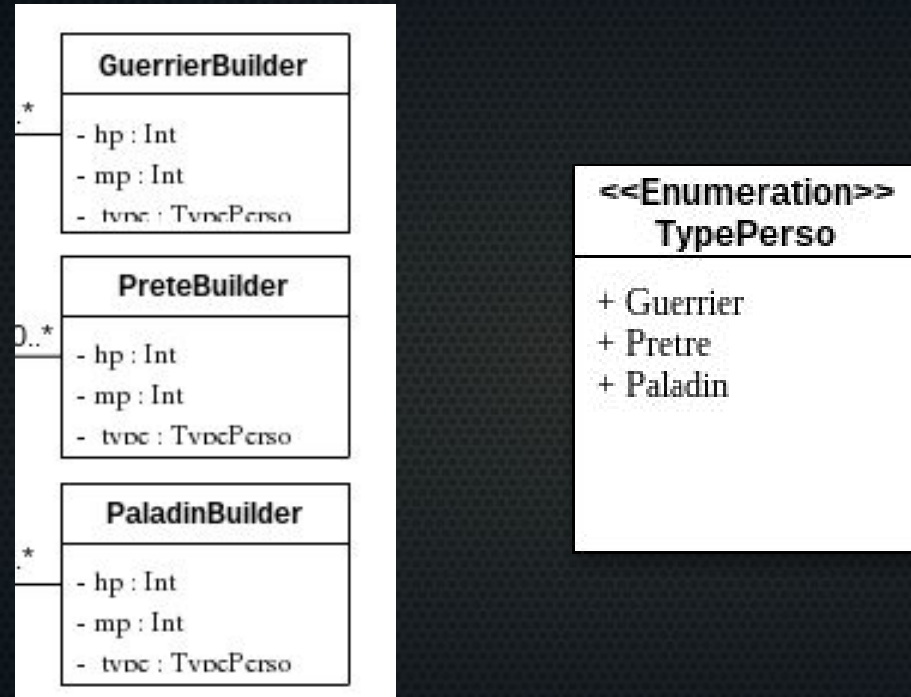


X - Les resultats

ResultUtils



XI - Les morts aux combats (de carte)



XII - Remerciements pour les idées reprises

- Philippe Pépos Petitclerc et Mehdi Ait Younes : Soigneur / Cible / Combatant
- Zerrouk Radhia et Belarbi Faten : Combatant
- Abdelkarim Belkhir et Dylan Lebatteux : Combatant
- Rubin Jehan et Haas Ellen : Fonction de validation de l'API
- Kaamelott : Sloubi