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Gamecore
- _ratio : int
- _graphic : IGfx*
- _currentLibPath : string
- _game : IGame*
- _currentGame : string
- _graphicLibs : vector<string>
- _gameLibs : vector<string>
- _graphicLib : void *
- _gameLib : void *
+ GameCore(lib : string)
+ ~GameCore()
+ void loadGraphic(chain : const string)
+ void nextGraphic()
+ void backGraphic()
+ IGfx *getGraphic()
+ void drawMap()
+ void drawHeader()
+ void loadGame(game : const string &)
+ IGame *getGame()
+ void nextGame()
+ void backGame()
+ void restartGame()
+ void leaveGame()
+ void mainLoop()
+ void mainMenu()
+ void endGame()

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Character
- _pos : arcade::Position
- _length : uint16_t
- _command : arcade::CommandType
+ Character(x : uint16_t, y : uint16_t, length : uint16_t)
+ ~Character()
+ arcade::Position getPos()
+ void setPos(x : int, y : int)
+ void setLength(length : uint16_t)
+ void setCommand(command : arcade::CommandType)
+ uint16_t getLength()
+ arcade::CommandType getCommand()

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Score
- _game : string
- _current : unsigned int
- _best : unsigned int
- _all_score : std::vector<unsigned int>
- _all_player : std::vector<string>
- file : ifstream
+ Score(title : const string &)
+ ~Score()
+ void setCurrent(score : unsigned int)
+ void loadFile()
+ unsigned int getBest()
+ unsigned int getCurrent()
+ void writescore(player : const string &)
+ std::vector<unsigned int> getAIScore()
+ std::vector<std::string> getAIPlayer()

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Map
- width : int
- height : int
- map : int**
- _path : string
- name : string
+ Map(width : int, height : int, name : string)
+ Map(map : const char*)
+ ~Map()
+ int** getMap()
+ void initMap()
+ void loadmap()
+ int getWidth()
+ int getHeight()
+ void setMap(x : int, y : int, type : arcade::TleType type)
+ void Show()

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«interface»
IGame
+ virtual ~IGame()
+ virtual bool isAlive()
+ virtual bool isWin()
+ virtual void goUp()
+ virtual void goDown()
+ virtual void goLeft()
+ virtual void goRight()
+ void loop_moving()
+ virtual Character *getCharacter()
+ virtual Map *getMap()
+ virtual Score *getScore()
+ virtual void showMap()
+ virtual const std::string getName()
+ virtual unsigned int getSpeed()

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Pacman
- _title : string
- _character : Character*
- _map : Map*
- _speed : int
- _die : bool
- _score : Score*
- _oldCase : int
- _etat : bool
- _powerTime : int
- _powerTimeReaming : int
- _nbGhost : int
- _ghosts : vector<Ghost*>
+ Pacman()
+ ~Pacman()
+ virtual const string getName()
+ virtual unsigned int getSpeed()
+ virtual bool isAlive()
+ virtual bool isWin()
+ virtual void goUp()
+ virtual void goDown()
+ virtual void goLeft()
+ virtual void goRight()
+ bool checkingPos(x : int, y : int)
+ virtual void showMap()
+ virtual void loop_moving()
+ virtual Map *getMap()
+ virtual Character *getCharacter()
+ virtual Score *getScore()

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Snake
- _title : string
- _map : Map*
- _character : Character*
- _score : Score*
- _speed : int
- _h_tail : vector<t_pos>
- _die : bool
+ Snake()
+ ~Snake()
+ void spawn_food()
+ void initScore()
+ virtual const string getName()
+ virtual unsigned int getSpeed()
+ virtual bool isAlive()
+ virtual bool isWin()
+ virtual void goUp()
+ virtual void goDown()
+ virtual void goLeft()
+ virtual void goRight()
+ virtual void loop_moving()
+ void checkingPos(x : int, y : int)
+ void ClearMapPlayer()
+ virtual void showMap()
+ virtual Map *getMap()

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Nibbler
- _title : string
- _character : Character*
- _speed : int
- _map : Map*
- _map2 : Map*
- _map3 : Map*
- _die : bool
- _score : Score*
- _h_tail : vector<t_pos>
- _timer : int
- _tmp : int**
- _count : bool
+ Nibbler()
+ ~Nibbler()
+ virtual const string getName()
+ virtual unsigned int getSpeed()
+ void spawn_food()
+ void ClearMapPlayer()
+ void initScore()
+ void check_direction(new_pos : t_pos*)
+ bool check_food()
+ void check_timer()
+ virtual bool isAlive()
+ virtual bool isWin()
+ virtual void goUp()
+ virtual void goDown()
+ virtual void goLeft()
+ virtual void goRight()
+ virtual void showMap(x : int, y : int)
+ virtual void loop_moving()
+ virtual Map *getMap()
+ virtual Character *getCharacter()
+ virtual Score *getScore()

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OpenGL
- win : SDL_Window*
- context : SDL_GLContext
- renderer : SDL_Renderer*
- wall_texture : SDL_Texture*
- floor_texture : SDL_Texture*
- apple_texture : SDL_Texture*
- snake_texture : SDL_Texture*
- Sans : TTF_Font*
+ OpenGL()
+ virtual ~OpenGL()
+ virtual void createWindows()
+ virtual void clearWindows()
+ virtual void clearWindows2()
+ virtual void displayWindows()
+ virtual void destroyWindows()
+ virtual char getEvent()
+ virtual void createWall(x : int, y : int, height : unsigned int, width : unsigned int, file : const string &)
+ virtual void setMext(x : int, y : int, txt : const string &)

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Ncurses
- _win : WINDOW*
- _Ncurses()
- ~Ncurses()
+ virtual void createWindows()
+ virtual void clearWindows()
+ virtual void clearWindows2()
+ virtual void displayWindows()
+ virtual void destroyWindows()
+ virtual char getEvent()
+ virtual void createWall(x : int, y : int, height : unsigned int, width : unsigned int, file : const string &)
+ virtual void setMext(x : int, y : int, txt : const string &)
+ virtual void setMextNoRefresh(x : int, y : int, txt : const string &)
+ virtual void setTexture(x : int, y : int, height : unsigned int, width : unsigned int, file : const string &)

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«interface»
IGfx
+ virtual ~IGfx()
+ virtual void createWindows()
+ virtual void clearWindows()
+ virtual void clearWindows2()
+ virtual void displayWindows()
+ virtual void destroyWindows()
+ virtual char getEvent()
+ virtual char getEventNoBlock(duration : unsigned int)
+ virtual void createWall(x : int, y : int, height : unsigned int, width : unsigned int, file : const string &)
+ virtual void setMext(x : int, y : int, txt : const string &)
+ virtual void setMextNoRefresh(x : int, y : int, txt : const string &)
+ virtual void setTexture(x : int, y : int, height : unsigned int, width : unsigned int, file : const string &)

«enum»
MColor
red
blue
green

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SFML
- win : RenderWindow
- _wall_texture : Texture
- _floor_texture : Texture
- _apple_texture : Texture
- _snake_texture : Texture
- _pacman_texture : Texture
- _ghost_texture : Texture
- _dfloor_texture : Texture
- _dPoint_floor_texture : Texture
- _bwall_texture : Texture
- _powerup_texture : Texture
- _background_texture : Texture
+ sfml()
+ ~sfml()
+ virtual void createWindows()
+ virtual void clearWindows()
+ virtual void clearWindows2()
+ virtual void displayWindows()
+ virtual void destroyWindows()
+ virtual char getEvent()
+ virtual char getEventNoBlock(duration : unsigned int)
+ virtual void createWall(x : int, y : int, height : unsigned int, width : unsigned int, file : const string &)
+ virtual void setMext(x : int, y : int, txt : const string &)
+ virtual void setMextNoRefresh(x : int, y : int, txt : const string &)
+ virtual void setTexture(x : int, y : int, height : unsigned int, width : unsigned int, file : const string &)

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— Héritage
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