LDVELH-LAP

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Plan

- Introduction
- Question des nœuds
- 3 Affichage
 - Première interface
 - Modes
- 4 Graphique
- Tests unitaires
- 6 Conclusion

Objectif du projet

Description

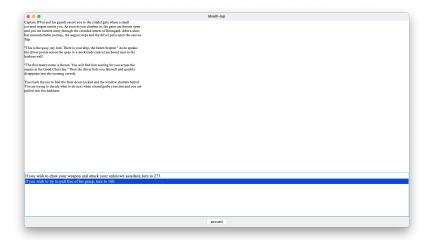
LDV ELH-LAP

Boutons Accueil / Commencer l'histoire



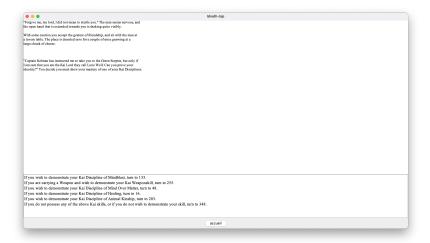
Mode édition / lecture





● ● ● Idvelh-lap
"Feegive me, my lood, I did not mean to startle you." The man seems nervous, and the open hand that is extended towards you is shaking quite visibly.
With nome caregine by except the general reflectability, and at with the mean as a severe table. The place in document of severe table. The place in document of severe for a compile of minor granwing at a larger closule of colorese.
*Caputa Kelman has instructed are to take you to the Green Secpton, but only if Jam use this you see that fall along Wolf Caryon pure your Admitshy. *You detailey you must share your mastery of one of your half thoughlass.
If you wish to draw your weapon and attack your unknown assailant, turn to 273.
It you wish to draw your weapon and attack your unknown assailant, surn to 275. If you wish to you pull free of his grasp, turn to 160. If you wish to you pull free of his grasp, turn to 160.
If you wis to demonstrate your Kin Discipline of Mindballs, tum to 13.5 If you are carrying stepon and wis to demonstrate your Kin Wasquonskill, tum to 25.5 If you wis to demonstrate your Kin Discipline of Mindball you will be demonstrate your Kin Discipline of Mindball you will be demonstrate your Kin Discipline of Mindball you will be demonstrate your Kin Discipline of Mindball you will be demonstrate your Kin Discipline of Mindball you will be demonstrate your Kin Discipline of Mindball you will be demonstrate your Kin Discipline of Mindball you will be demonstrate your Kin Discipline of Mindball you will be demonstrate your Kin Discipline of Mindball you will be demonstrate your Kin Discipline of Mindball you will be demonstrate your Kin Discipline of Mindball you will be demonstrately you kin Discipline of Mindball you will be demonstrately you kin Discipline of Mindball you will be demonstrate your Kin Discipline of Mindball you will be demonstrately you kin Discipline of Mindball you will be demonstrately you kin Discipline of Mindball you will be demonstrately you kin Discipline of Mindball you will be demonstrately you kin Discipline of Mindball you will be demonstrately you kin Discipline of Mindball you will be demonstrately you kin Discipline of Mindball you will be demonstrately with the Mindball you will be demonstrately will
If you wish to demonstrate your Kas Disciplice of Animal Kindaje, turn to 208. If you do not possess any of the above Kas skills, or if you do not wish to demonstrate your skill, turn to 348.
accuell

```
public void afficherIntro(){
1
2
      if (panelPrincipal.getComponentCount()== 2)
3
          panelMenu.add(scrollPane);
5
          panelPrincipal.add("West",panelMenu);
6
          panelPrincipal.add("Center", panelTexte);
7
          panelPrincipal.add("South", panelBoutons);
      }else{
          panelBoutons remove (...);
10
         panelBoutons.remove (...);
11
         panelBoutons.remove (...);
12
13
14
15
```



Sauvegarde des changements

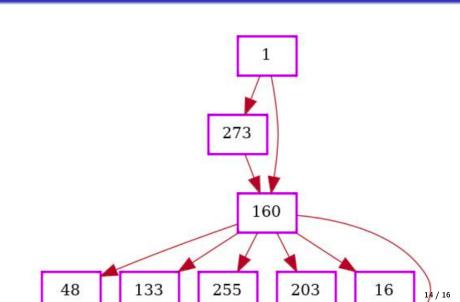
```
public void afficherIntro(){
1
      for (int i = 1; i \le sections.size(); i++){
3
          modelSections.addElement("Sections" + i);
4
          HashMap < String \setminus String > vide = new HashMap < > ()
5
          dicoSections.put("Sections" + i, vide);
6
          String texteVide = "";
          dicoTexteSections.put(i, texteVide);
8
9
10
11
```

Sauvegarde des changements

```
public Sauvegarder(...){
    for (int i = 1; i \le sections.size(); i++){
2
      Noeud noeud = new Noeud (...);
3
      if ( dicoTexteSections . get(i) . isEmpty()){
       dicoTexteSections.put(...);
5
6
       if (dicoSections .get("Sections" + i) .isEmpty()){
7
        HashMap<String , String > mapNoeud = new HashMap (
8
        dicoSections.put(...);
10
11
12
13
```

Fichier .dot

Fichier .png



Expérimentations et usages

Objectifs réalisés

- Lire une histoire
- Modifier une histoire existante
- Créer une nouvelle histoire
- Afficher le graphique de l'histoire

Fonctions à implémenter

- Algorithme de difficulté de l'histoire
- Système de rencontre
- Combat