```
DashBoard
#
 _looser
#
 _moteurPhy
 _combo
# _masterBlob
 _slaveBlob
#_nextMaster
#_nextSlave
 _grille
# _next Blobs
# _it
# _master
#_slave
 _go
 __s
_launchCombo
# posFen
#_nextDarkBlobs
 landing
# _newDelay
#_score
+ DashBoard()
+ ~DashBoard()
+ moteurPhy()
+ grille()
+ go()
+ masterPos()
+ slavePos()
+ masterBlob()
+ slaveBlob()
+ nextMaster()
+ nextSlave()
+ setCombo()
+ resetCombo()
+ launchCombo()
+ combo()
+ addDarkBlob()
+ looser()
+ score()
+ think()
        Λ
        Αi
  + Ai()
  + go()
  + think()
  + next_rand()
  + ~Ai()
        Λ
      Easy
    + Easy()
```

+ think()