DashBoard

_looser
_moteurPhy
_combo
_masterBlob
_slaveBlob
_nextMaster
_nextSlave
_grille
_nextBlobs
_it
_master
_slave
_go
_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()

Ai

+ Ai()
+ go()
+ think()
+ next_rand()
+ ~Ai()

Hard

_lineUp
_colMin
_debilismeAleatoire

+ Hard()
+ ~Hard()
+ think()
+ majLineUp()
+ majLineEmpty()
+ vertical()
+ checkLigne()
+ droite()
+ gauche()
+ verticalBas()
+ verticalHaut()
+ gotocol()
+ easy()