```
DashBoard
#
 looser
# moteurPhy
#
 combo
# masterBlob
 slaveBlob
 next Master
# nextSlave
 grille
#_nextBlobs
 _it
 _master
 _slave
#
#
 qo
# launchCombo
# posFen
# _next Dark Blobs
#_landing
 newDelay
# score
+ DashBoard()
+ ~DashBoard()
+ moteurPhy()
+ grille()
+ qo()
+ masterPos()
+ slavePos()
+ masterBlob()
+ slaveBlob()
+ nextMaster()
+ nextSlave()
+ setCombo()
+ resetCombo()
+ launchCombo()
+ combo()
+ addDarkBlob()
+ looser()
+ score()
+ think()
     Joueur
   + Joueur()
   + ~Joueur()
   + think()
```