Position

```
# _x
# _y
```

```
+ Position()
+ Position()
+ ~Position()
+ x()
+ y()
+ setX()
+ setY()
```

⌐ _offset_avatar
⌐ _offset_grille
⌐ _offset_cursor
⌐ _offset_score
└ offset_nextBlob

InterfaceX

```
# _SCREEN_WIDTH
# _SCREEN_HEIGHT
# _SCREEN_BPP
# _blobsIMG_ini
# _blobsIMG
# _taille_blob_ini
# _taille_blob
# _decalage_menu_x
# _decalage_menu_y
# _ratio_avat_ini
# _nbJoueurs
# _nbAI
# _ratio_menu
# _offset_grille
# _offset_nextBlob
# _offset_score
# _offset_avatar
# _offset_cursor
# _offset_menu
# _ratio
# _vDash
# _dashboard
# _background
# _avatars
# _avatars_ini
# _screen
# _dashboard_ini
# _background_ini
# _blobs_ini
# _menu_ini
# _menu
# _cursor_ini
# _cursor
# _grille_W
# _grille_H
# _nb_blobs
# _cpt
# _taille_menu_ini
# _taille_menu
# _taille_text
# _commandes
# _shining
# _taille_score
```

```
+ InterfaceX()
+ ~InterfaceX()
+ menu()
+ compute_game()
+ load_img()
+ apply_surface()
+ init_SDL()
+ load_files()
+ clean_up()
+ taille_blob()
+ setNbJoueurs()
+ vDash()
+ screen()
+ NbJoueurs()
+ NbAI()
+ grille_H()
+ grille_W()
+ resize_files()
+ img_zoom_pixel_H()
+ img_zoom_pixel_W()
+ compute_offsets()
+ compute_vDash()
+ resize_vect()
+ blit_dash()
+ blit_fond()
+ play_anim_menu()
+ select_nbJoueurs()
+ blit_cursor()
+ decouper_sprite()
+ blit_avatars()
+ blit_un_blob()
+ blit_blobs_mobiles()
+ blits()
+ blit_menu()
+ resize_menu()
+ blit_nextBlob()
+ blit_blobs()
+ offset_sprite()
+ getpixel()
+ putpixel()
+ resize_blobsIMG()
+ anim_comboting()
+ anim_falling()
+ anim_landing()
+ controls_and_start()
+ controls()
+ resize_blobs()
+ resize_dash()
+ resize_avatars()
+ maj_anims()
+ maj_shining()
+ tourne_un_blob()
+ Commandes()
+ controls_resize()
+ controls_by_default()
+ initialisation_debut_jeu()
+ winner()
+ blit_scores()
```

Clock

```
# _temps_prec
# _temps_act
# _delay
```

```
+ Clock()
+ ~Clock()
+ tic()
+ tac()
+ temps_prec()
+ temps_act()
```

_X   _clock

Game

```
# _dashBoards
# _randBlobs
# _X
# _clock
# _nbJoueurs
# _nbAI
# _combo
```

```
+ Game()
+ dashBoards()
+ initBlobs()
+ go()
+ repartitionCombo()
```