

# Let's play again



# Etude de cas : Citadelles

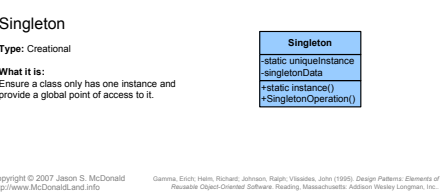
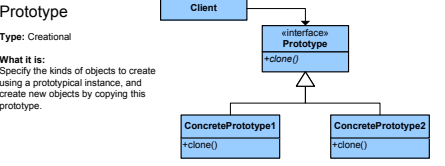
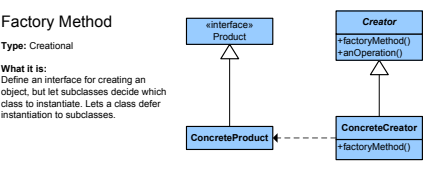
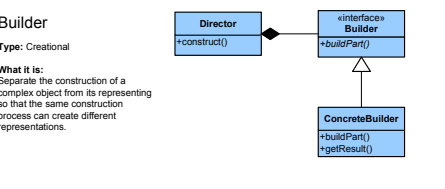
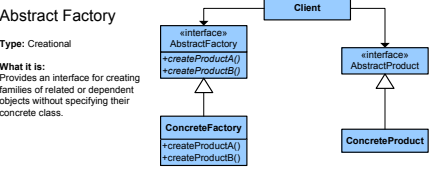
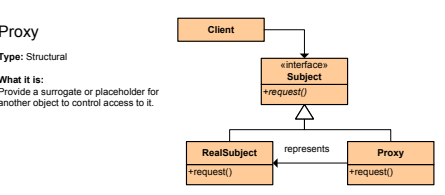
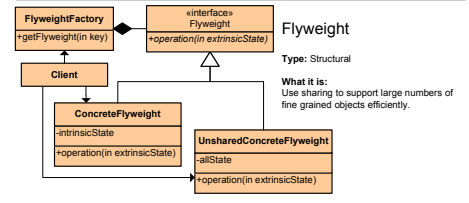
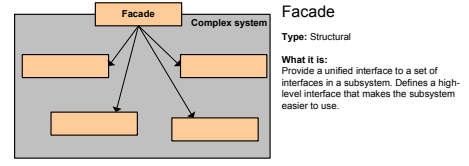
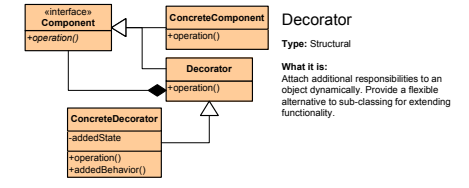
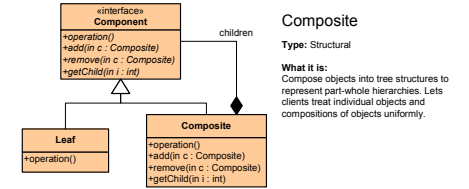
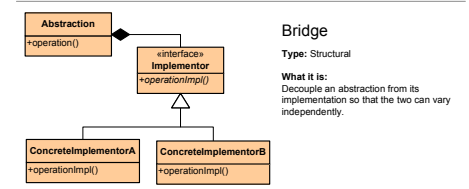
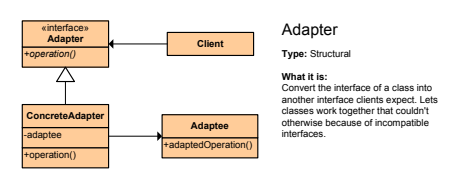
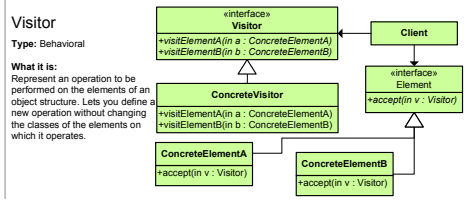
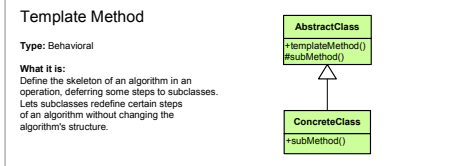
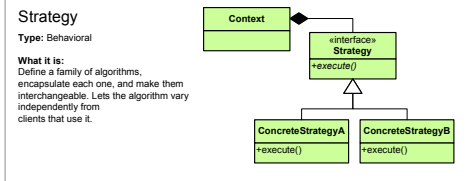
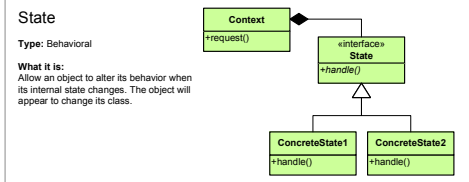
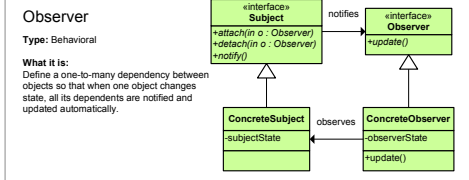
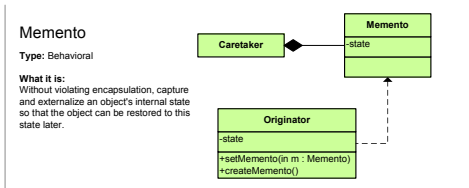
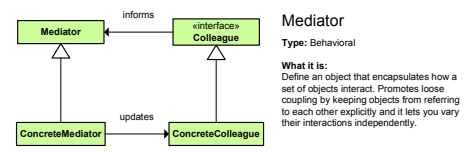
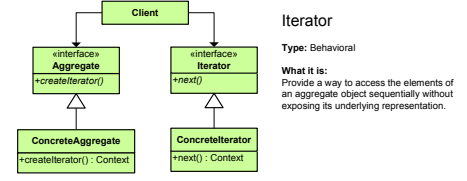
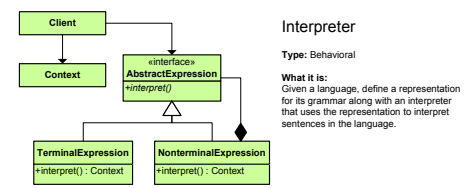
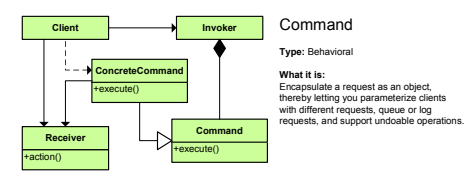
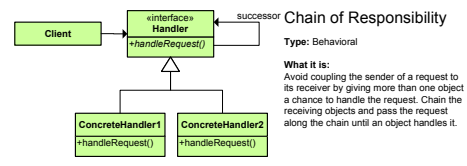


# Boite à outils

- Singleton
- Factory method
- Abstract Factory
- Builder
- Decorator
- Proxy
- Observer
- Command
- Template Method
- State
- Strategy
- Adapter
- Facade
- Composite
- **Composition**
- **Héritage**
- **Par ou commencer ?**



C	Abstract Factory	S	Facade	S	Proxy
S	Adapter	C	Factory Method	B	Observer
S	Bridge	S	Flyweight	C	Singleton
C	Builder	B	Interpreter	B	State
B	Chain of Responsibility	B	Iterator	B	Strategy
B	Command	B	Mediator	B	Template Method
B	Composite	B	Memento	B	Visitor
S	Decorator	C	Prototype		



# Des éléments à modéliser ?

Singleton  
Factory method  
Abstract Factory  
Builder  
Decorator  
Proxy  
Observer  
Command  
Template Method  
State  
Strategy  
Adapter  
Facade  
Composite

# Des éléments à modéliser ?

- Quartier
  - Types des quartiers ?
  - Effets ?
- Rôle
- Moteur d'un jeu
  - Statistiques de plusieurs exécution
- Bot
  - Actions
  - Stratégies
- Plateau
  - Quel rôle ici ?
- Déroulement du jeu avec choix du rôle ?

Singleton  
Factory method  
Abstract Factory  
Builder  
Decorator  
Proxy  
Observer  
Command  
Template Method  
State  
Strategy  
Adapter  
Facade  
Composite