



## IDisplay

newWin()  
destroyWin  
getEvent()  
drawMap()  
drawHeader()  
printText()  
setSpriteSheet()  
updateWindow()  
getUserName()

## DisplaySfml

newWin()  
destroyWin()  
getEvent()  
drawMap()  
drawHeader()  
setSpriteSheet()  
updateWindow()  
drawMenu()  
printText()  
getUserName()

## DisplayOpengl

newWin()  
destroyWin()  
getEvent()  
drawMap()  
drawHeader()  
setSpriteSheet()  
updateWindow()  
drawMenu()  
printText()  
getUserName()

## DisplayCaca

newWin()  
destroyWin()  
getEvent()  
drawMap()  
drawHeader()  
setSpriteSheet()  
updateWindow()  
drawMenu()  
printText()  
getUserName()

## IGame

playMove()  
getMap()  
getSpriteSheet()  
getScore()  
getUpdateTimer()  
Reload()

## GamePacman

getSpriteSheet()  
playMove()  
getMap()  
getScore()  
isAlive()  
getUpdateTimer()  
Reload()  
KillGhost()  
game\_over()

## GameSnake

getUpdateTimer()  
getSpriteSheet()  
playMove()  
getMap()  
getSnake()  
getScore()  
isAlive()  
Reload()

## Ghost

setPosX()  
setPosY()  
setAlive()  
getPosX()  
getPosY()  
getId()  
direction\_left()  
direction\_right()  
direction\_up()  
direction\_down()