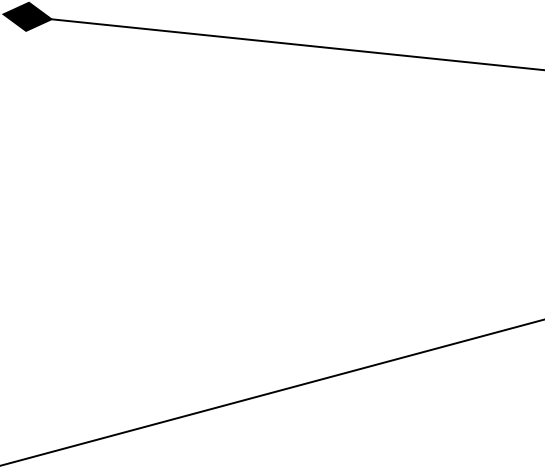
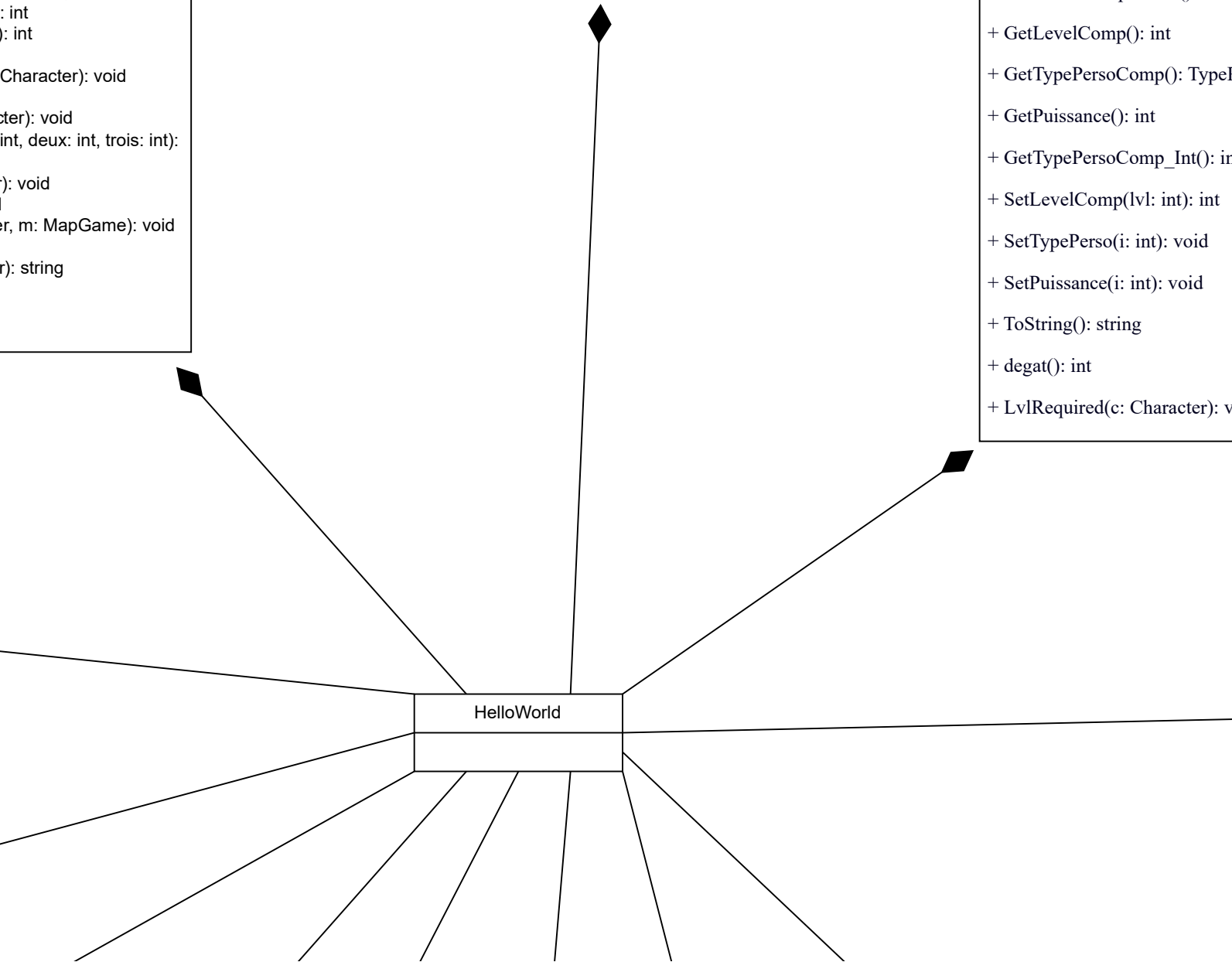
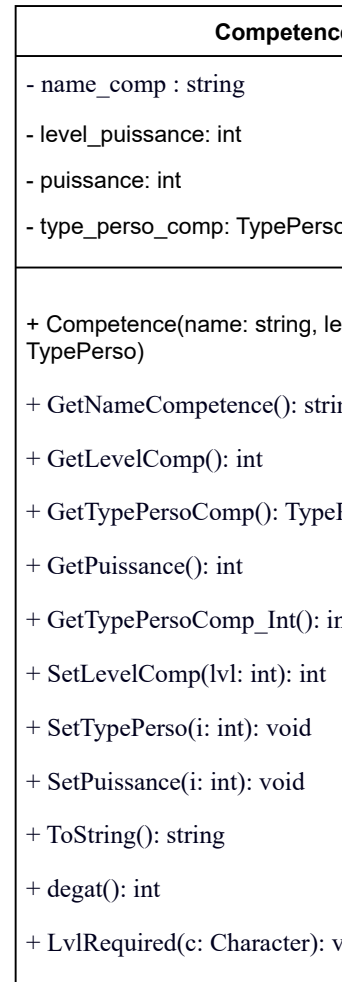
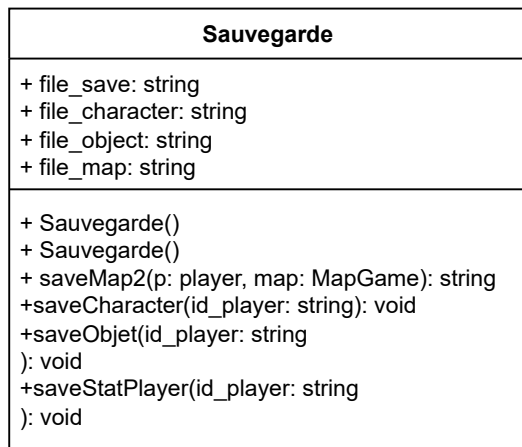
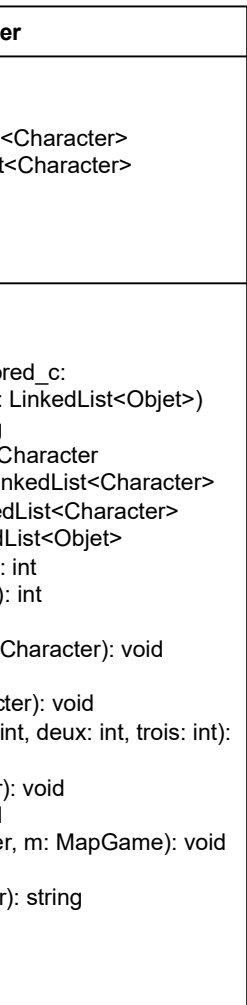
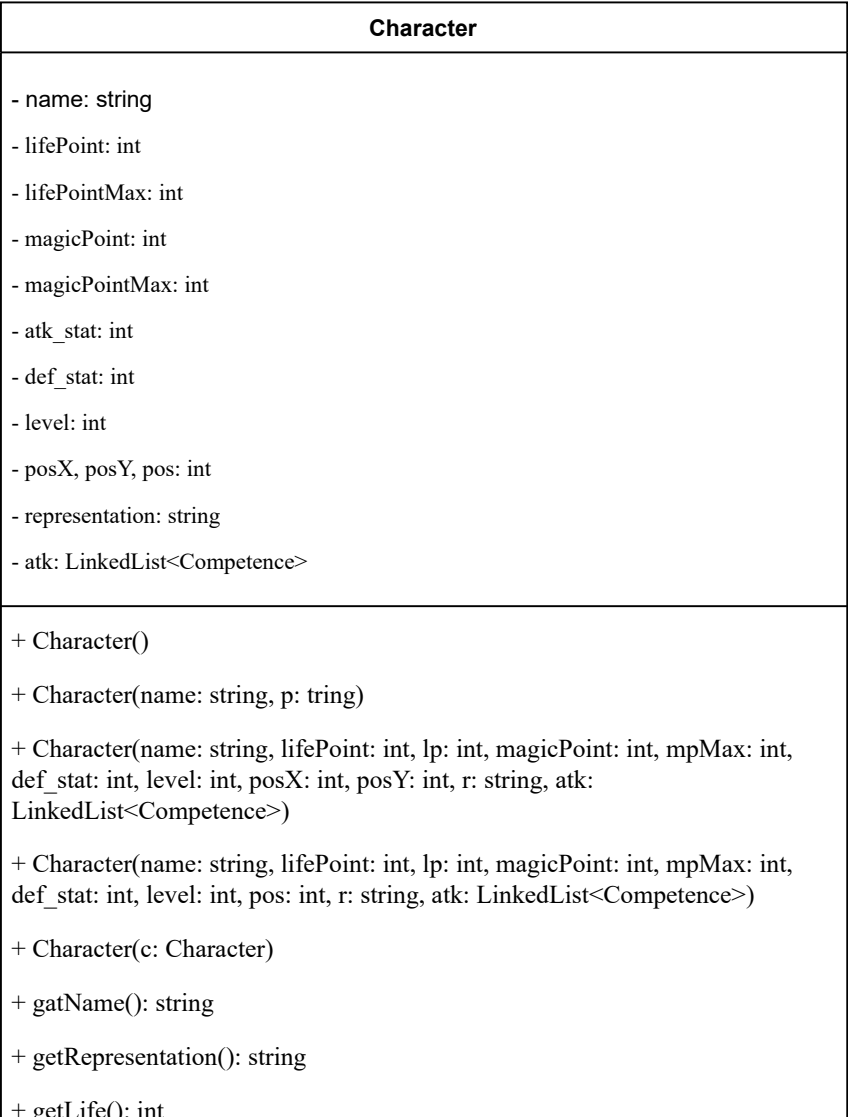
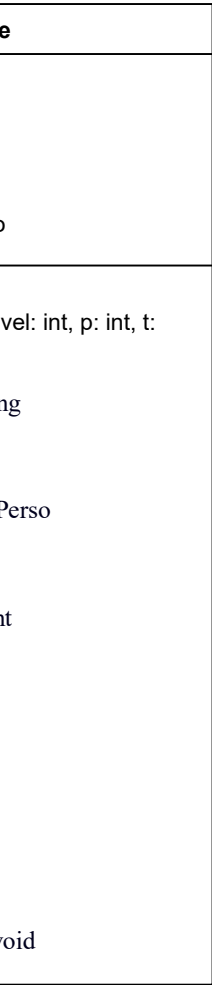


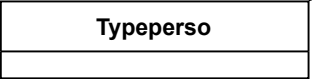
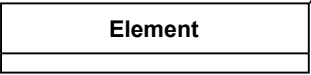
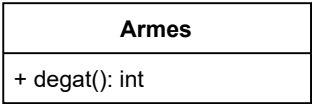
Carte
+ ligne: int + colonne: int + mapAscii: string[] + field: string
+ MapGame() + MapGame(s: string, ligne: int, colonne: int) + size(): int + getNbLigne(): int + getNbColonne(): int + getField(): string + getElementMap(index: int): string + getMap(): string[] + toString(): string + displayMap(): void + displayMapWithColor(): void + displayDescription(descr: string): void + indicationManip(): void + addElement(s: string, x: int, y: int): void + changeCase(s: string, index: int): void + changeField(i: int, j: int, k: int, l: int): void + getCase(x: int, y: int): string + getCase(index: int): string + resizeLigne(l: int): void + resizeColonne(c: int): void

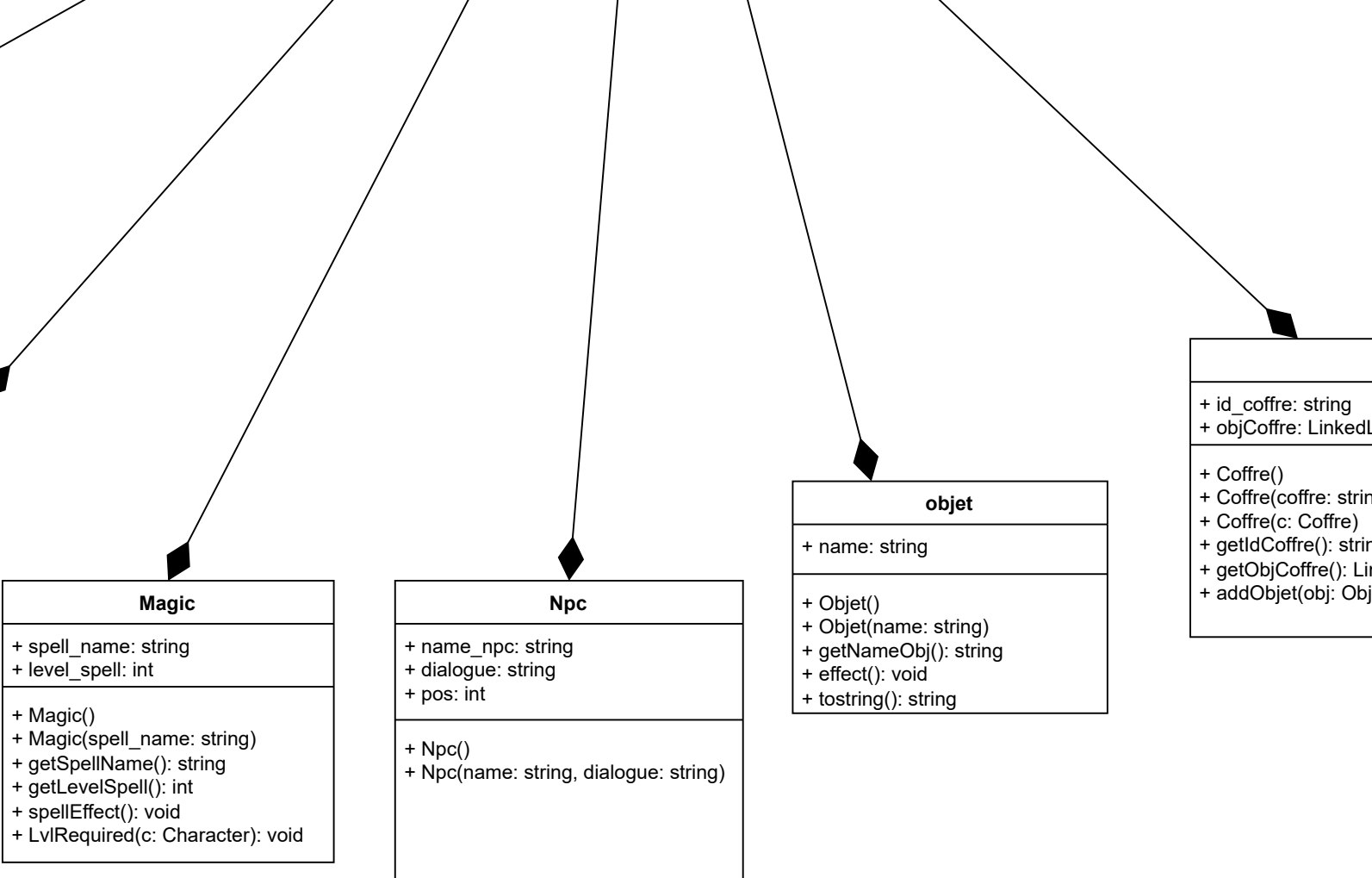
Play
- id_name: string - current: Character - active_perso: LinkedList - stored_perso: LinkedList - obj: LinkedList<Objet>
+ Player() + Player(id_name) + Player(name: string, stored_perso: LinkedList<Character>, obj: LinkedList<Objet>) + getPlayerName(): string + getCurrentCharacter(): Character + getActiveCharacter(): Character + getStoredPerso(): LinkedList<Character> + getCharaObjet(): LinkedList<Objet> + getNbActiveCharacter(): int + getNbStoredCharacter(): int + getNbObjet(): int + setCurrentCharacter(c: Character): void + toString(): string + addCharacter(c: Character): void + setActiveCharacter(un: Character): void + displayInfo(c: Character): void + displayInventaire(): void + selectPerso(c: Character): void + changeEquipe(): void + fight(ennemy: Character): void + save(): void + load(): void











Coffre
list<Objet>
g, obj: LinkedList<Objet>) g LinkedList<Objet> et): void

+ getLifeMax(): int
+ getAtkList(): LinkedList<Competence>
+ getMagicPoint(): int
+ getMagicPointMax(): int
+ getAtkStat(): int
+ getDefStat(): int
+ getLevel(): int
+ getPositionx(): int
+ getPositiony(): int
+ setPositionX(x: int, m: MapGame): void
+ setPositionY(y: int, m: MapGame): void
+ setRandomPosition(m: MapGame)
+ setRandomPositionX(m: MapGame)
+ setRandomPositionY(m: MapGame)
+ toString(): string
+ statAtk(): int
+ moveX(): void
+ move(newpos: int, m: MapGame): void
+ move(x: int, y: int, m: MapGame): void
+ moveY(y: int, m: MapGame): void
+ getAtk(): LinkedList<Competence>
+ addAtk(): void
+ isAlive(): bool
+ fightscreen(ennemy: Character): void
+ fight(ennemy: Character): void