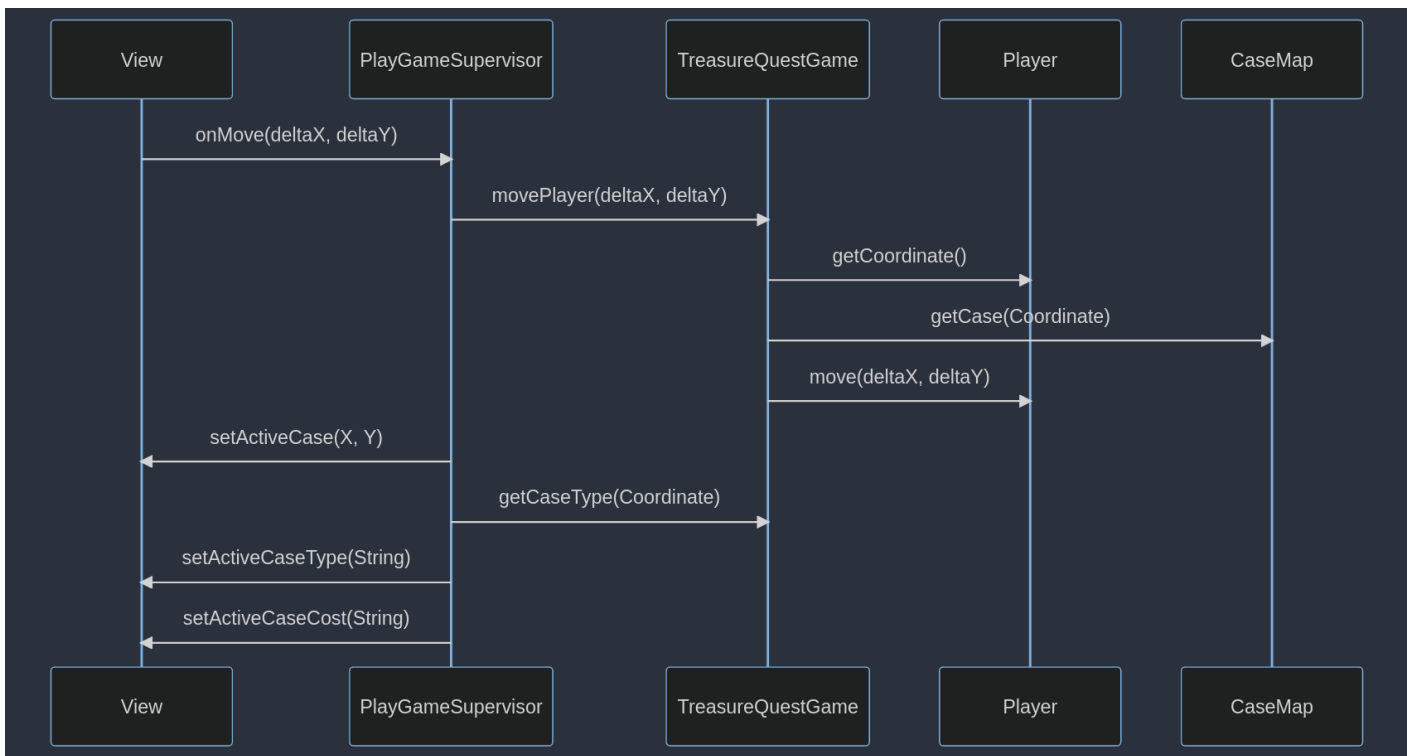


# Diagrammes séquences

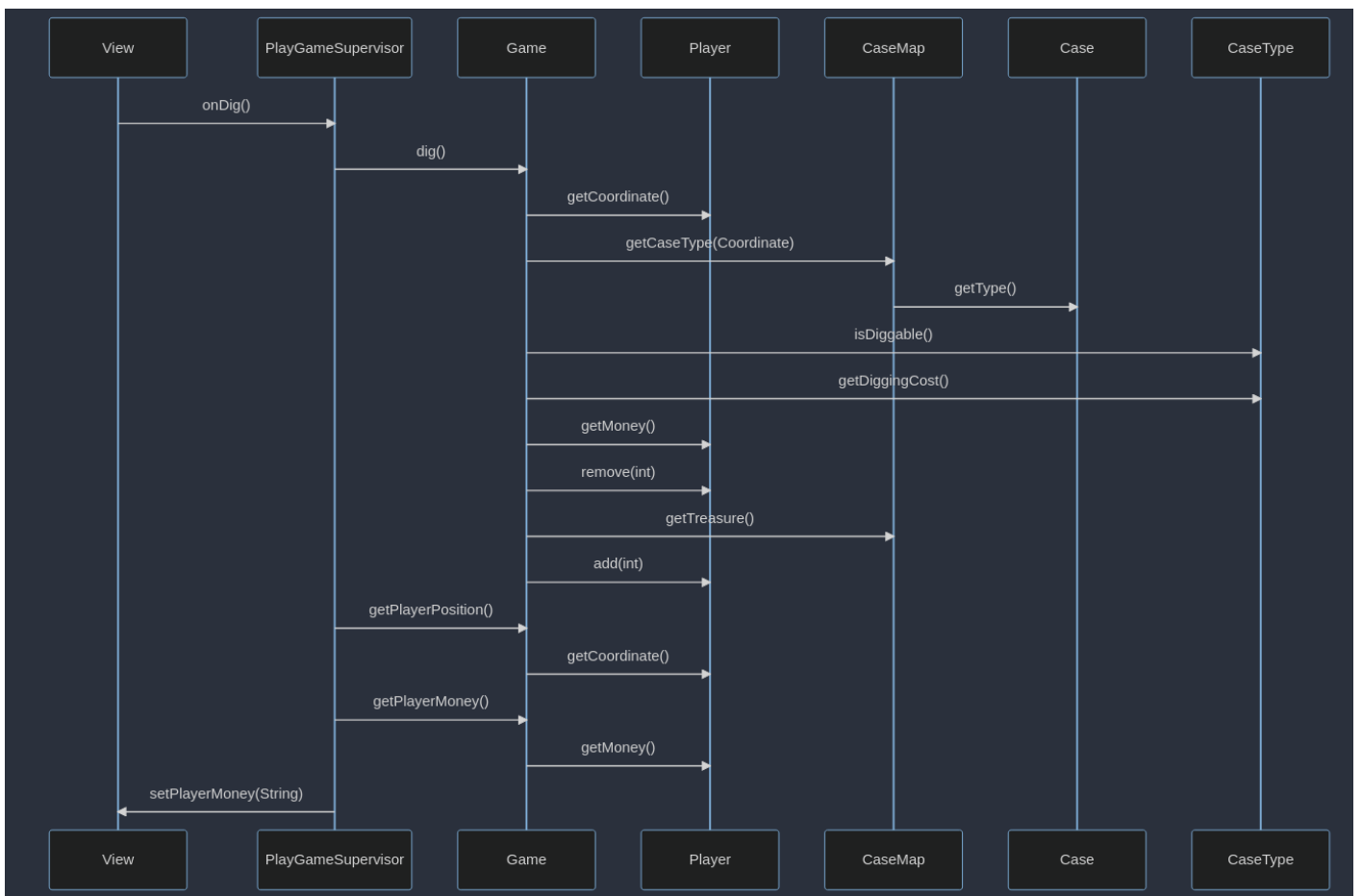
- 
- ```
sequenceDiagram
    participant MainMenuSupervisor
    participant Factory
    participant Game
    participant CaseMap
    participant Coordinate
    participant Case
    participant CaseType
    participant Coins
    participant Player
    participant MainMenuView as MainMenu/View
    participant PlayGameView
    participant PlayGameSupervisor

    MainMenuSupervisor->>Factory: createGame(mapFile)
    Factory->>Game: new(mapFile)
    Game->>CaseMap: load(mapFile)
    CaseMap->>Coordinate: new(x, y)
    CaseMap->>Case: new(typeLetter)
    Case->>CaseType: get(typeLetter)
    Case->>CaseType: new()
    Case->>Coins: setTreasure(amount)
    Case->>Coins: add(amount)
    Game->>CaseMap: getTreasureCount()
    Game->>Case: new(amount)
    Case->>Player: new(amount)
    Case->>MainMenuView: goTo(PlayGameView)
    PlayGameView->>PlayGameSupervisor: onEnter()
    PlayGameView->>PlayGameSupervisor: displayMap(map)
    PlayGameSupervisor->>Factory: getGame()
```

- Se déplacer de case en case



- Creuser une case



# Diagramme de classe

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