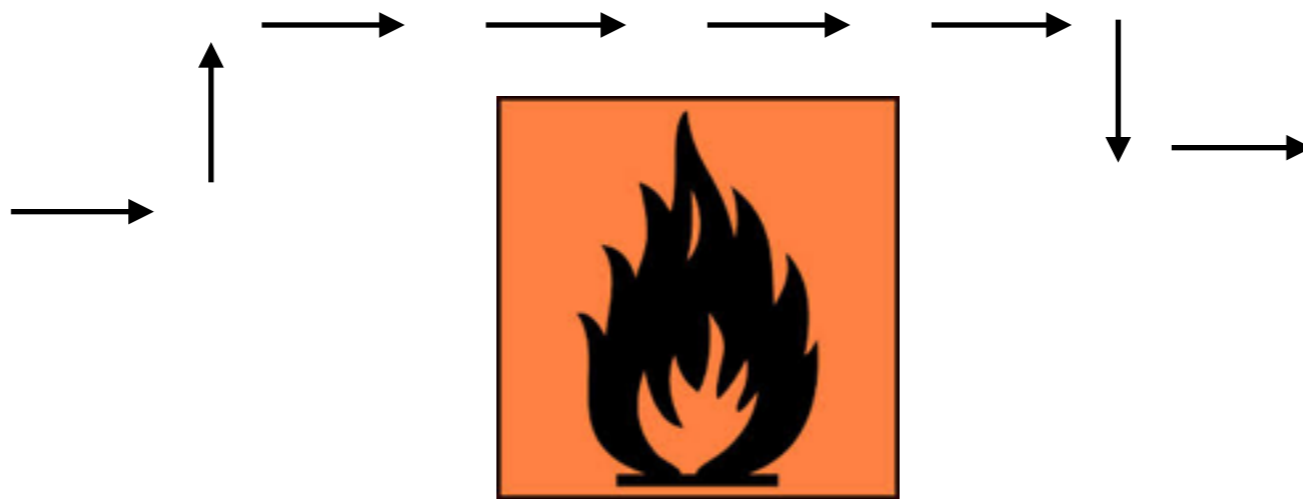


Jeu dont vous êtes le héros

Fabrice EUDES, Pascal EVRARD, Philippe MARQUET,
François RECHER & Yann SECQ



le héros

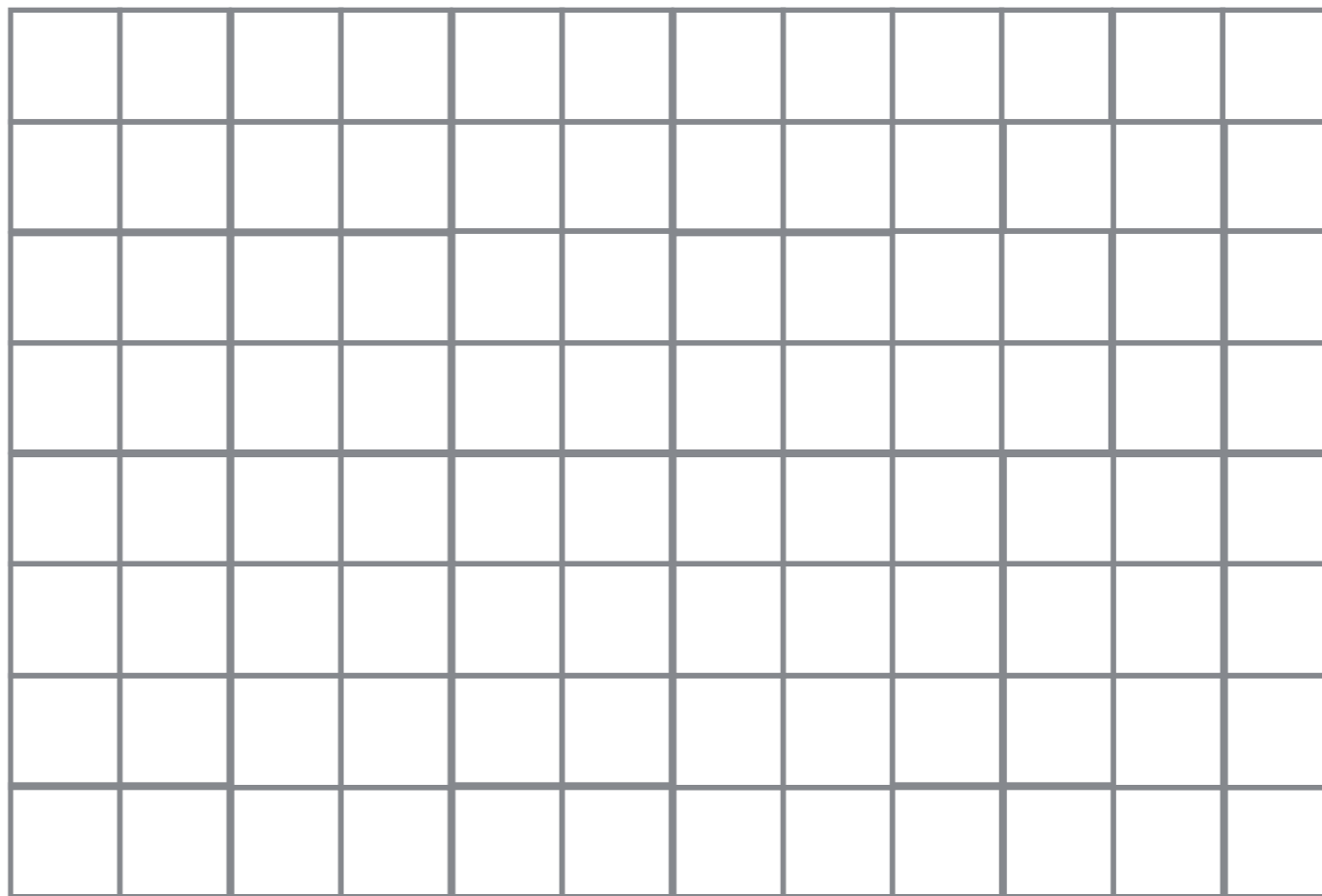
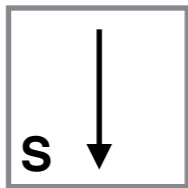
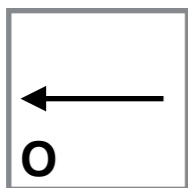
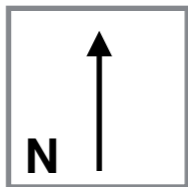
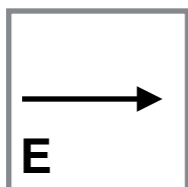


ce qu'il craint



son abri

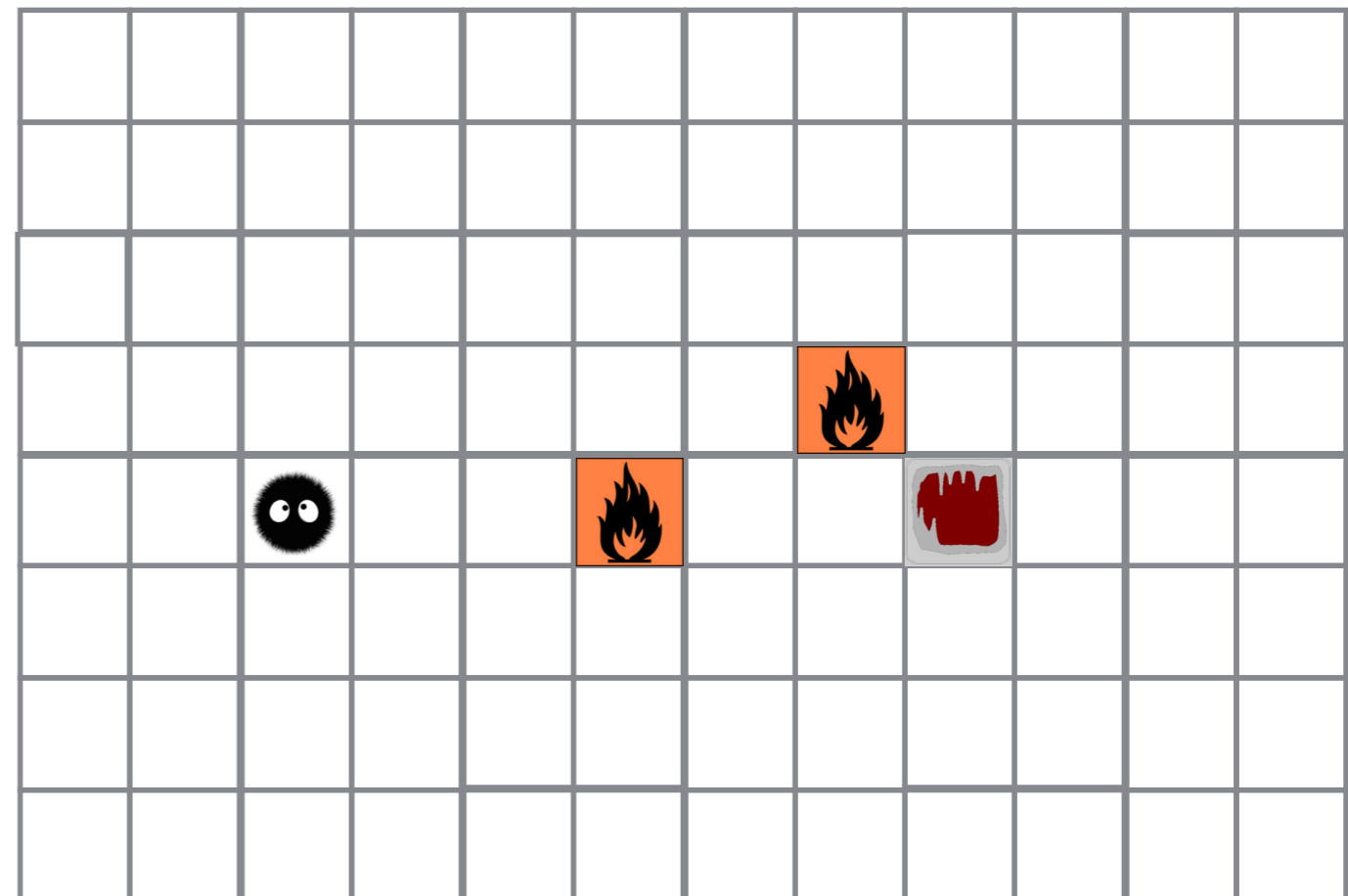
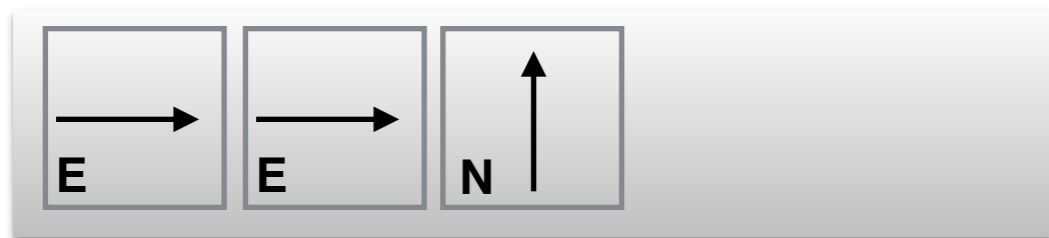
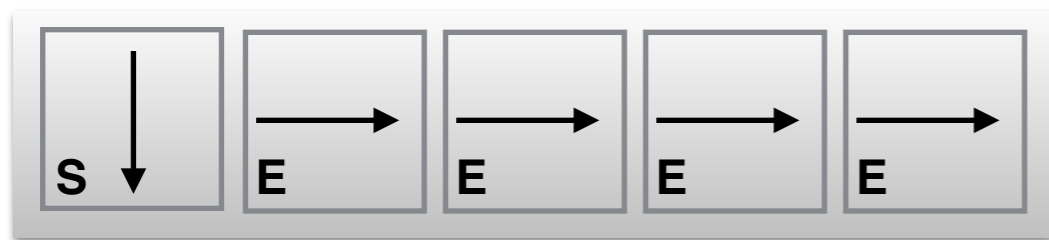
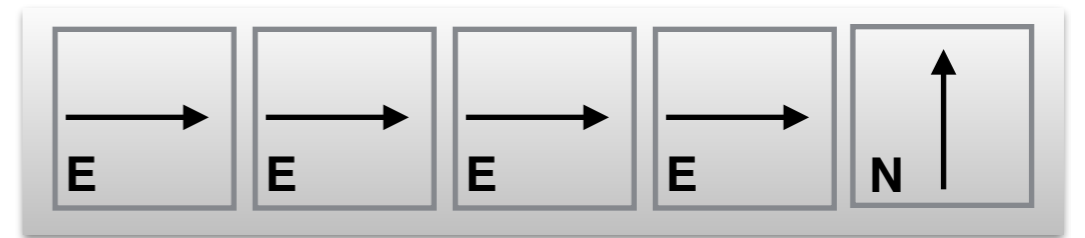
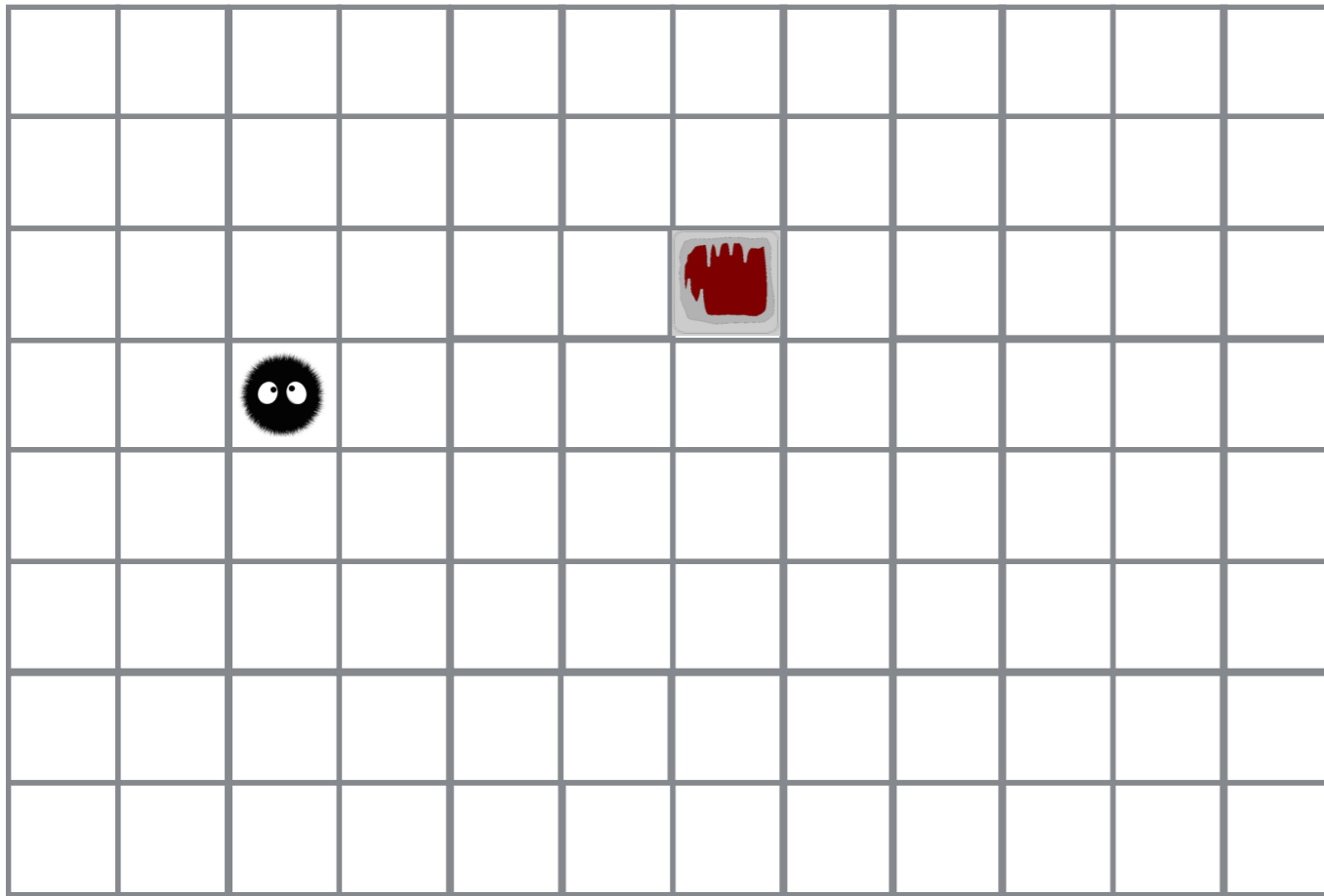
Déplacements



le plateau de jeu

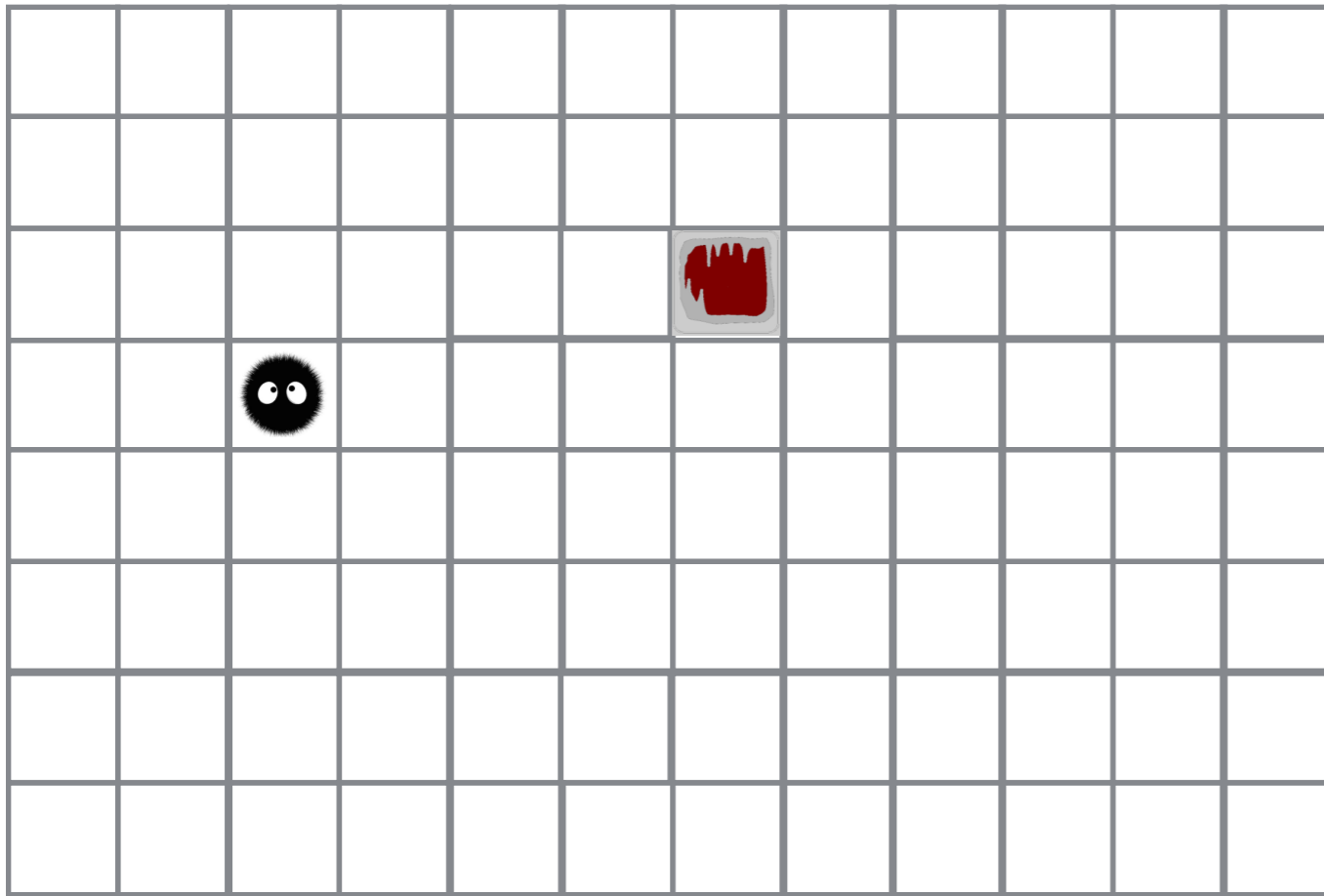
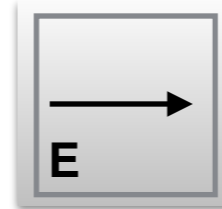
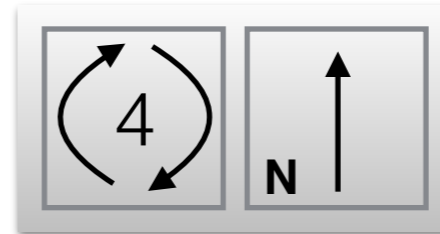
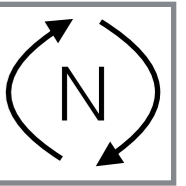
Niv. 1: séquences simples

- sans obstacle
- avec obstacles
- avec bonus

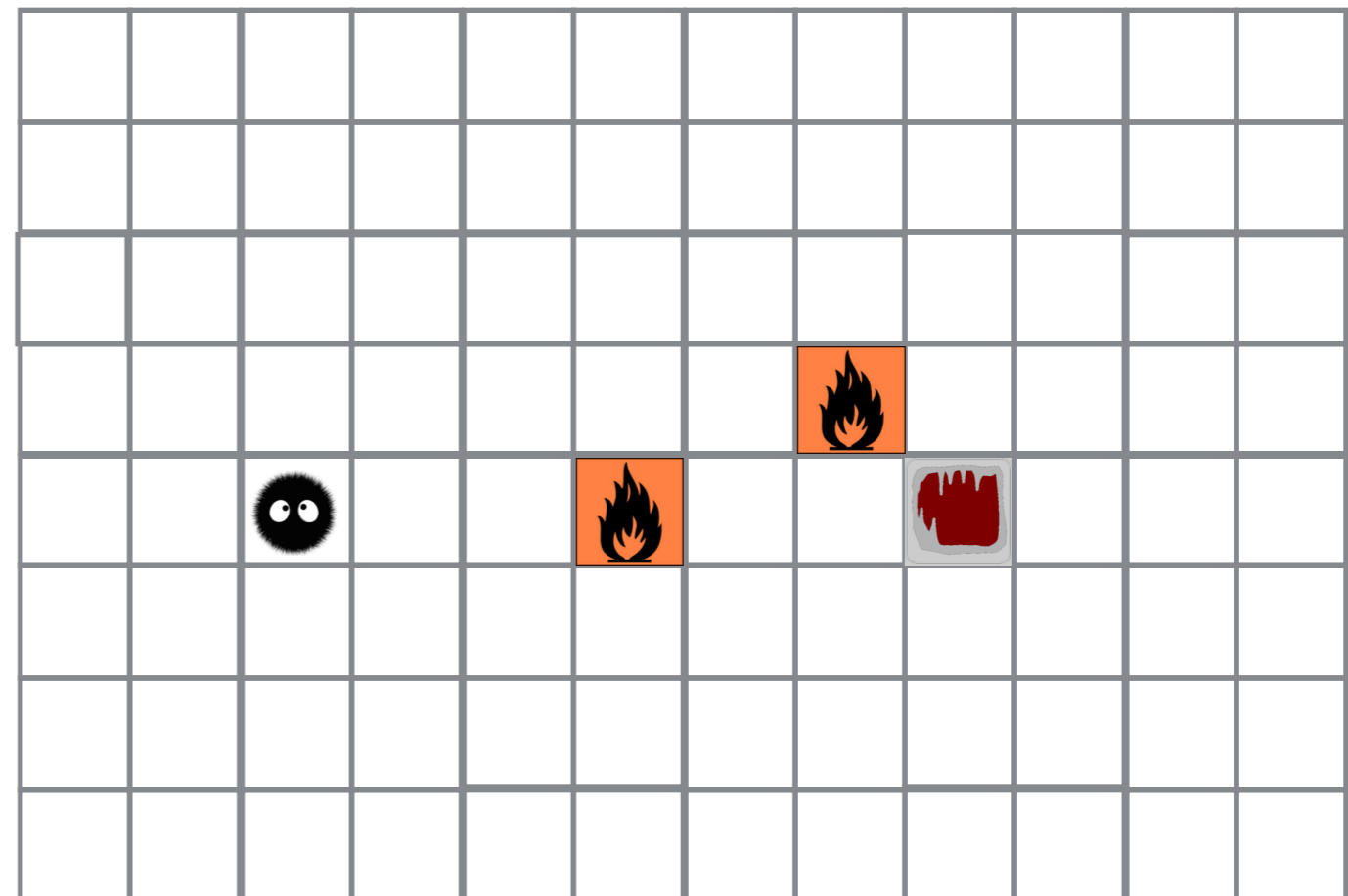


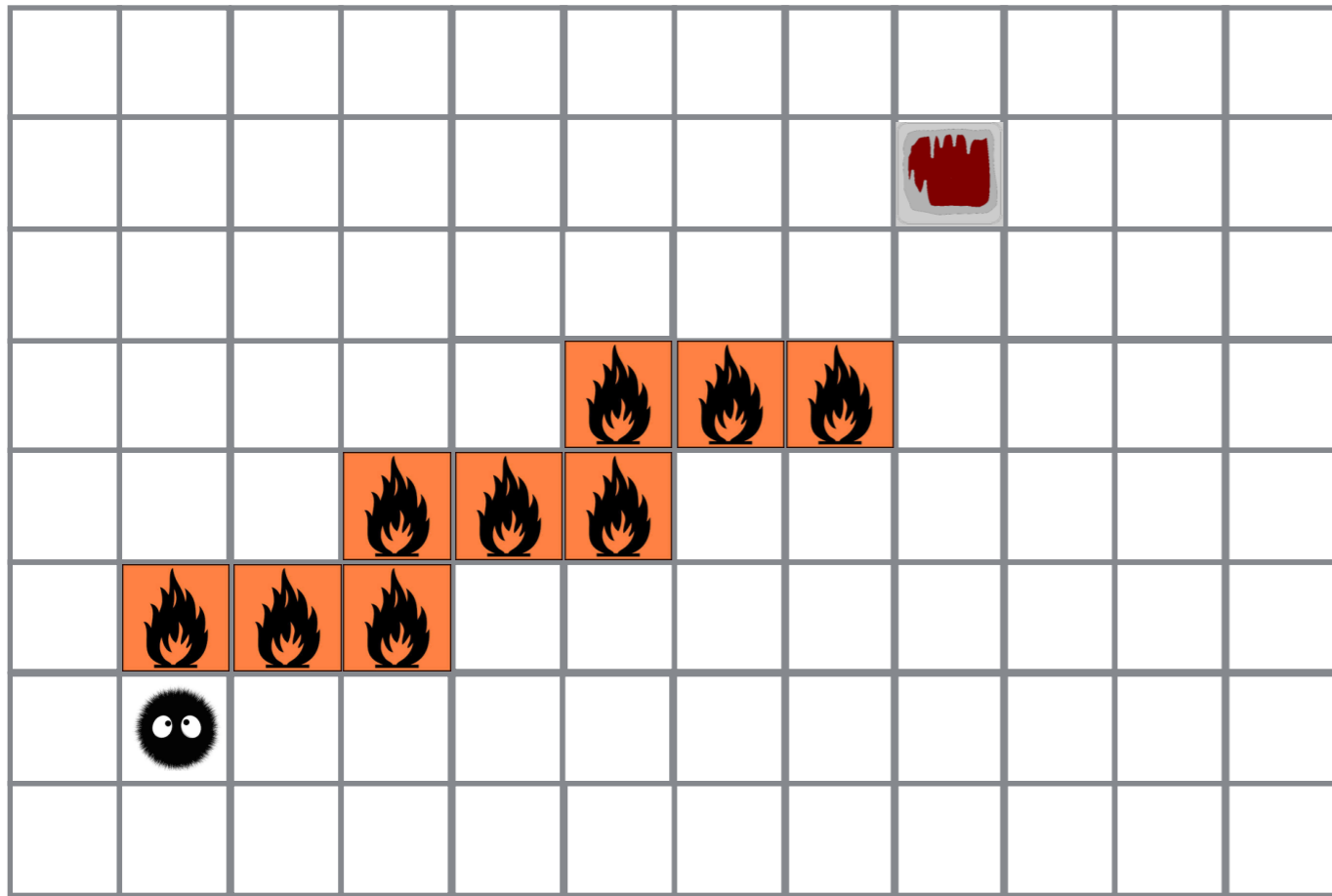
Niv. 2: répétition

- identifier les redondances
- notion de répétition / boucle à compteur



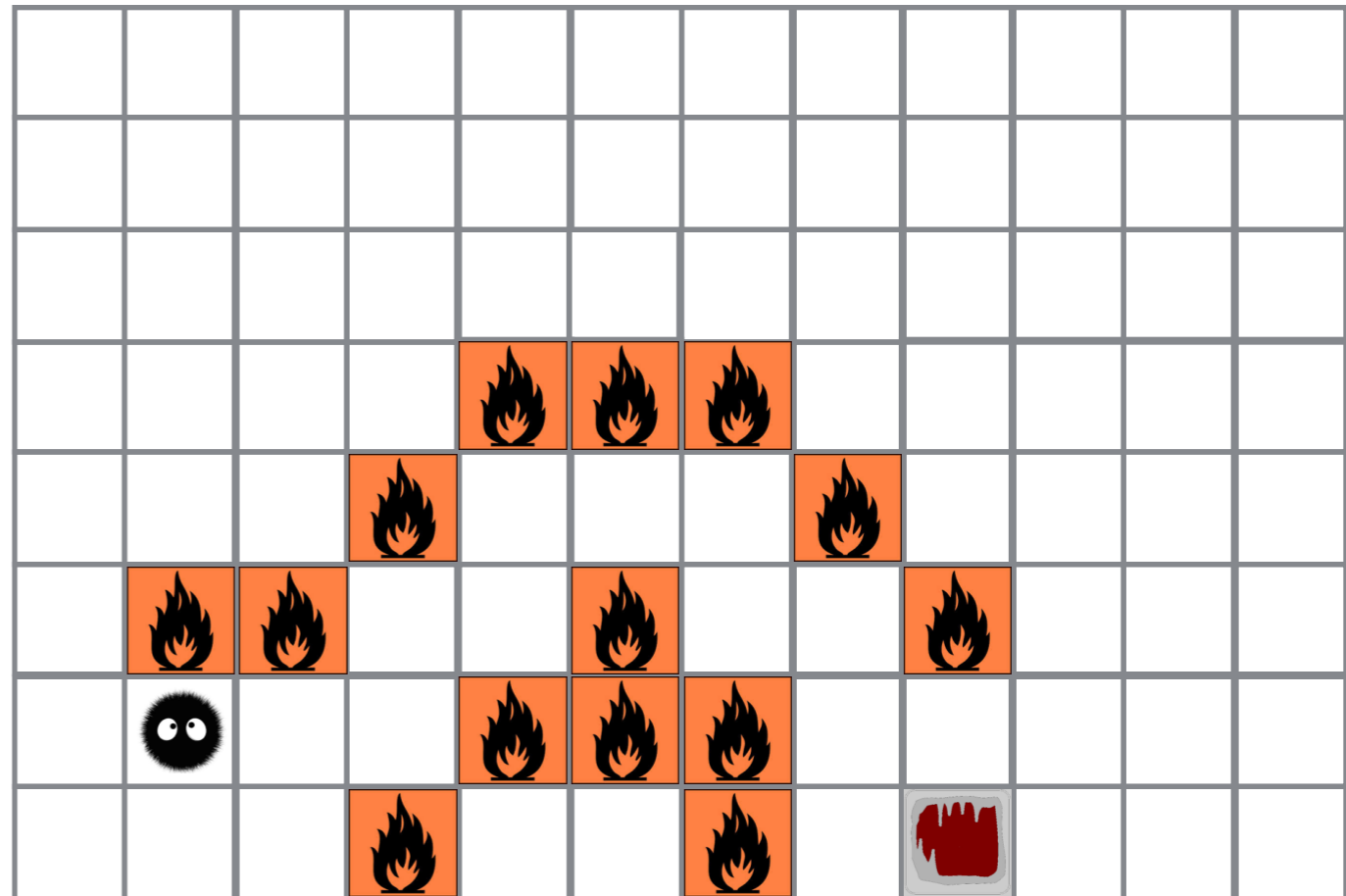
Propositions ?

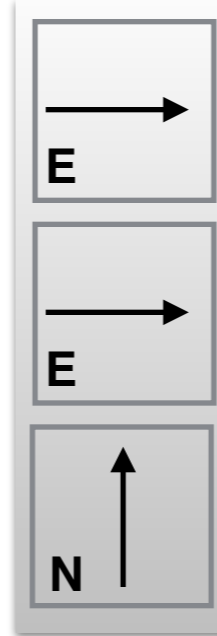
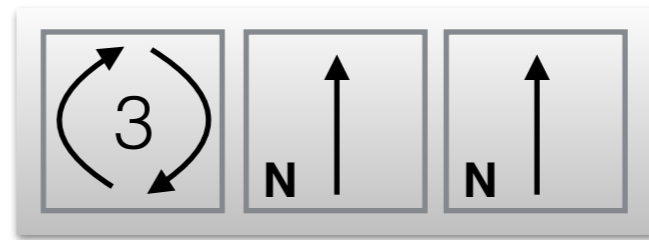
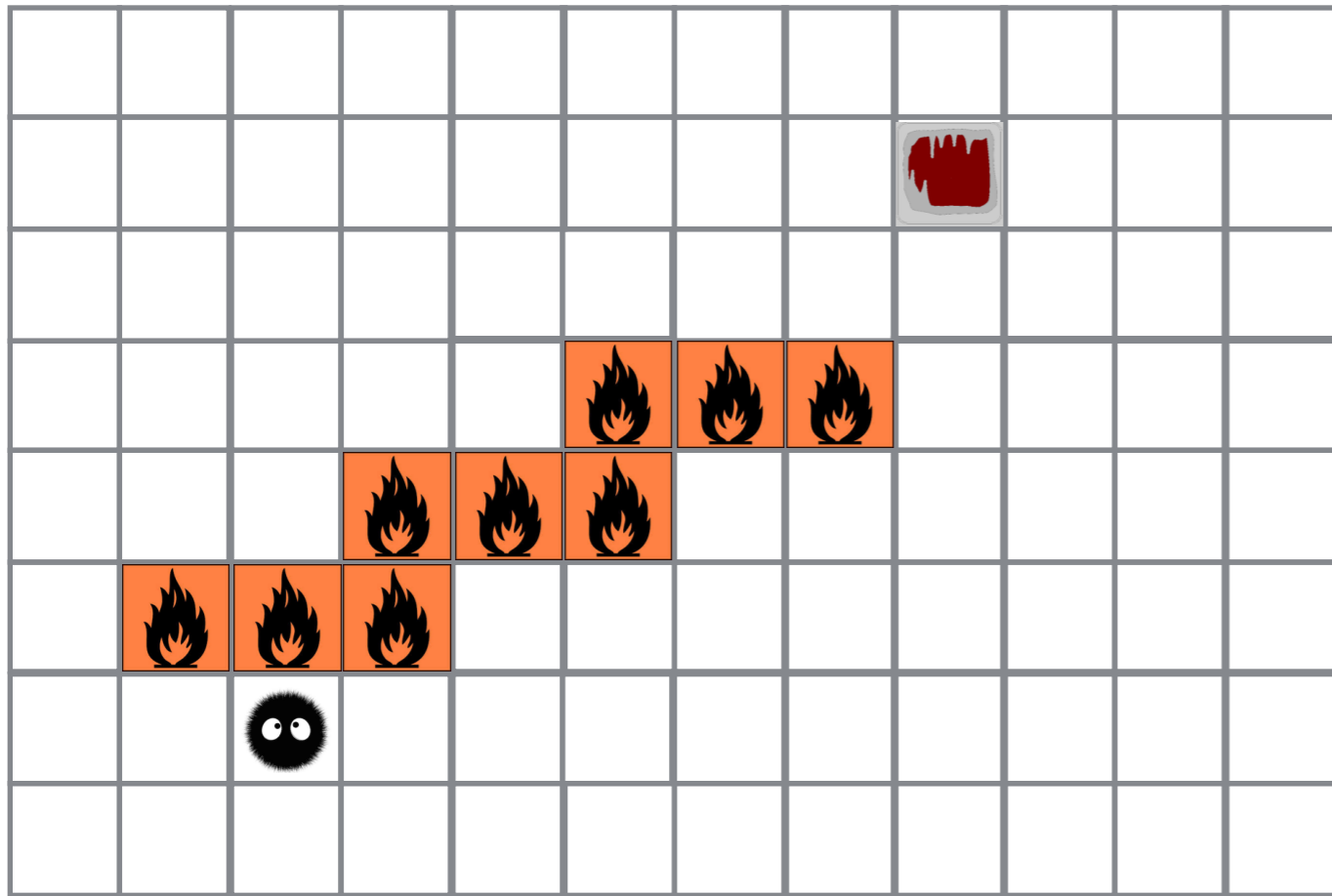




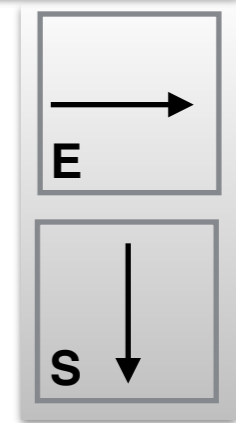
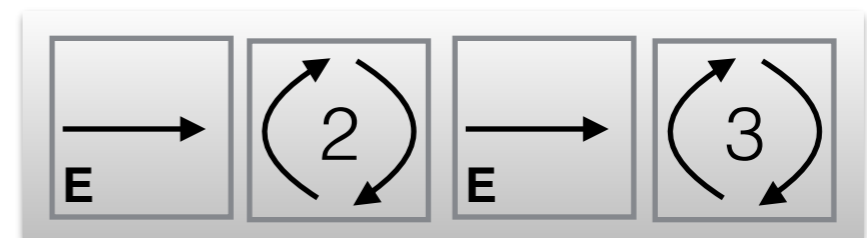
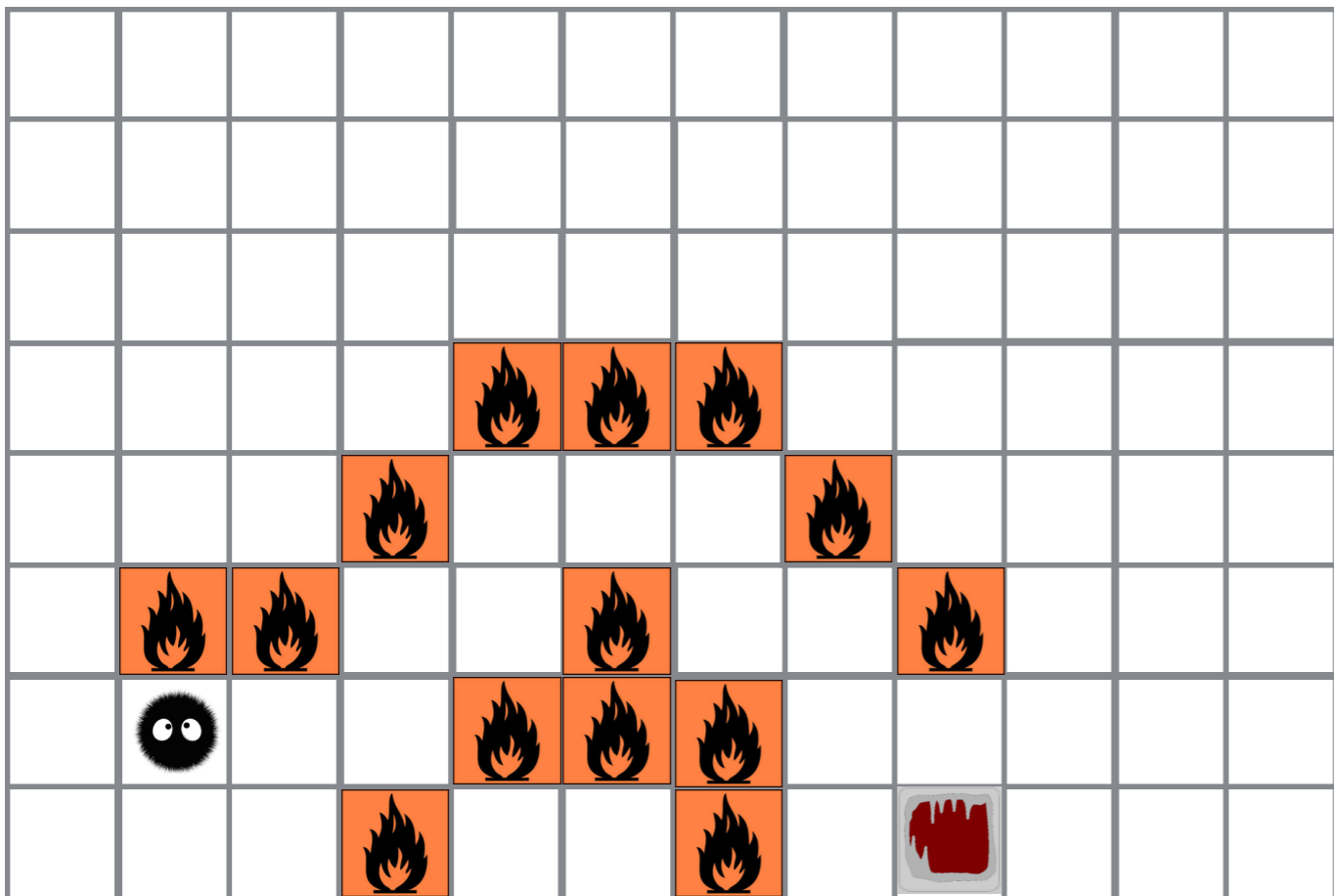
Propositions ?

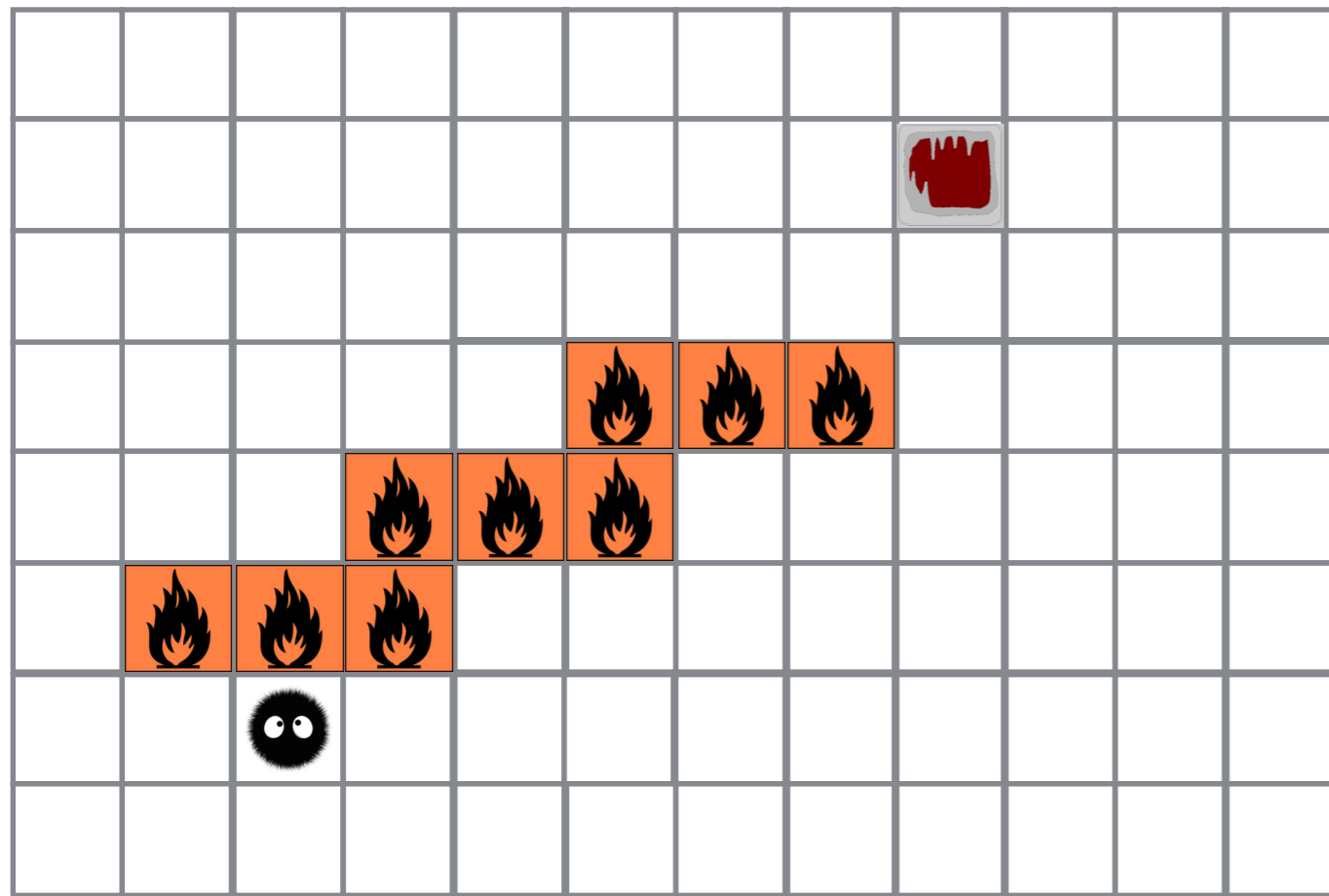
Propositions ?





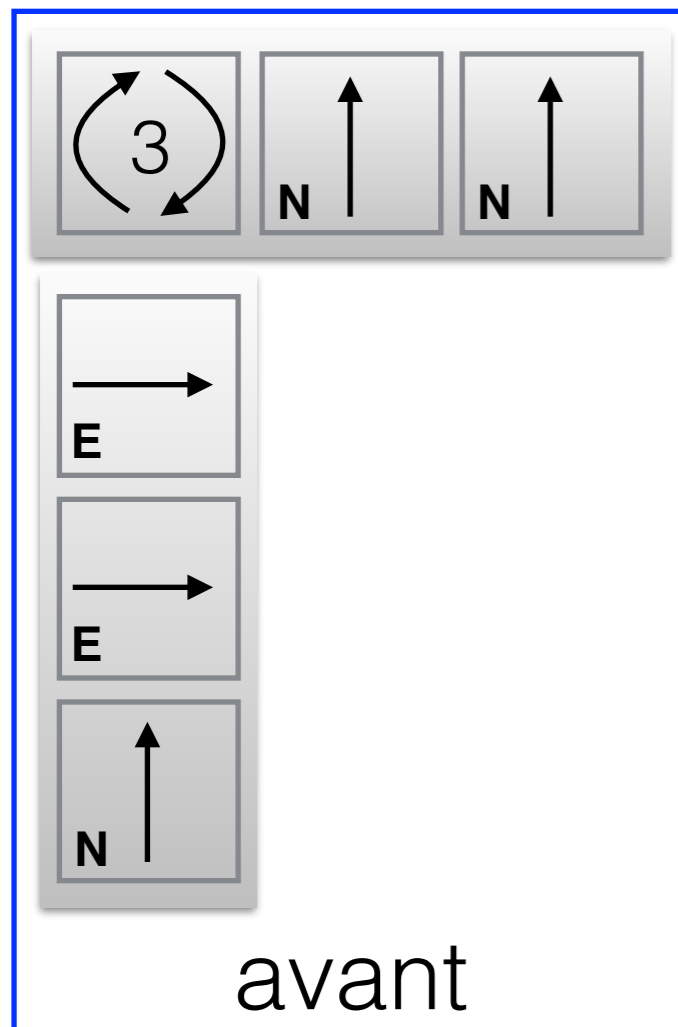
Pb des boucles imbriquées ;)



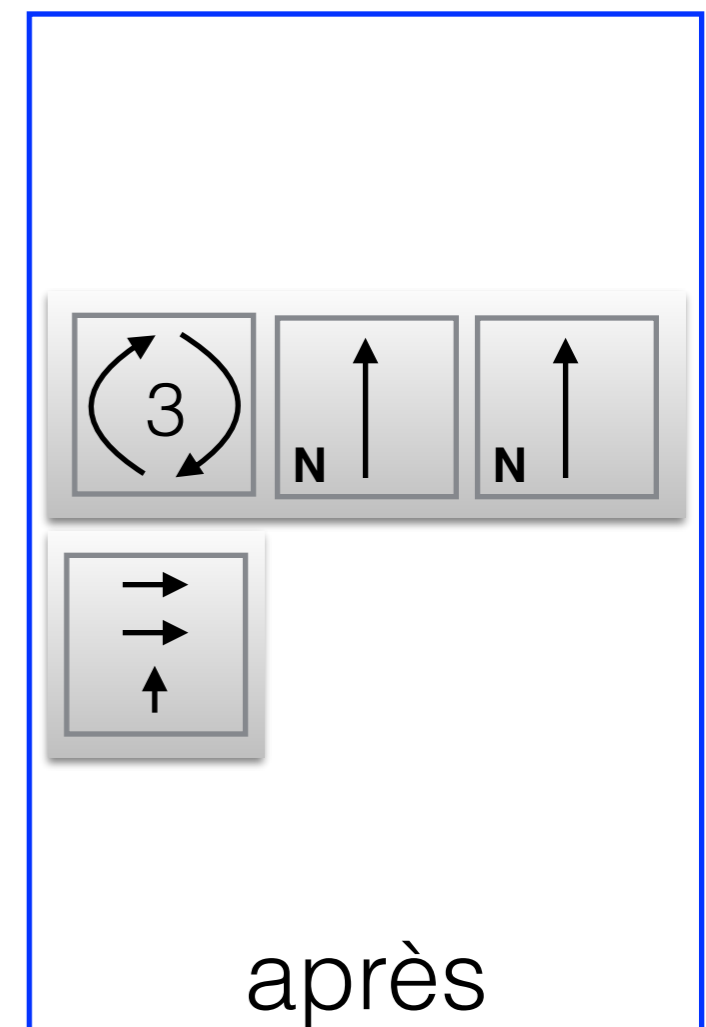
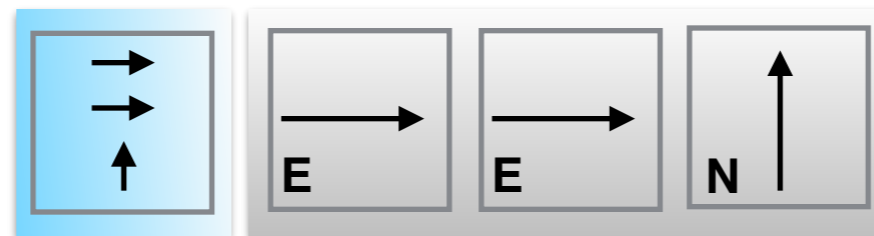
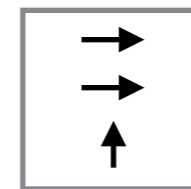


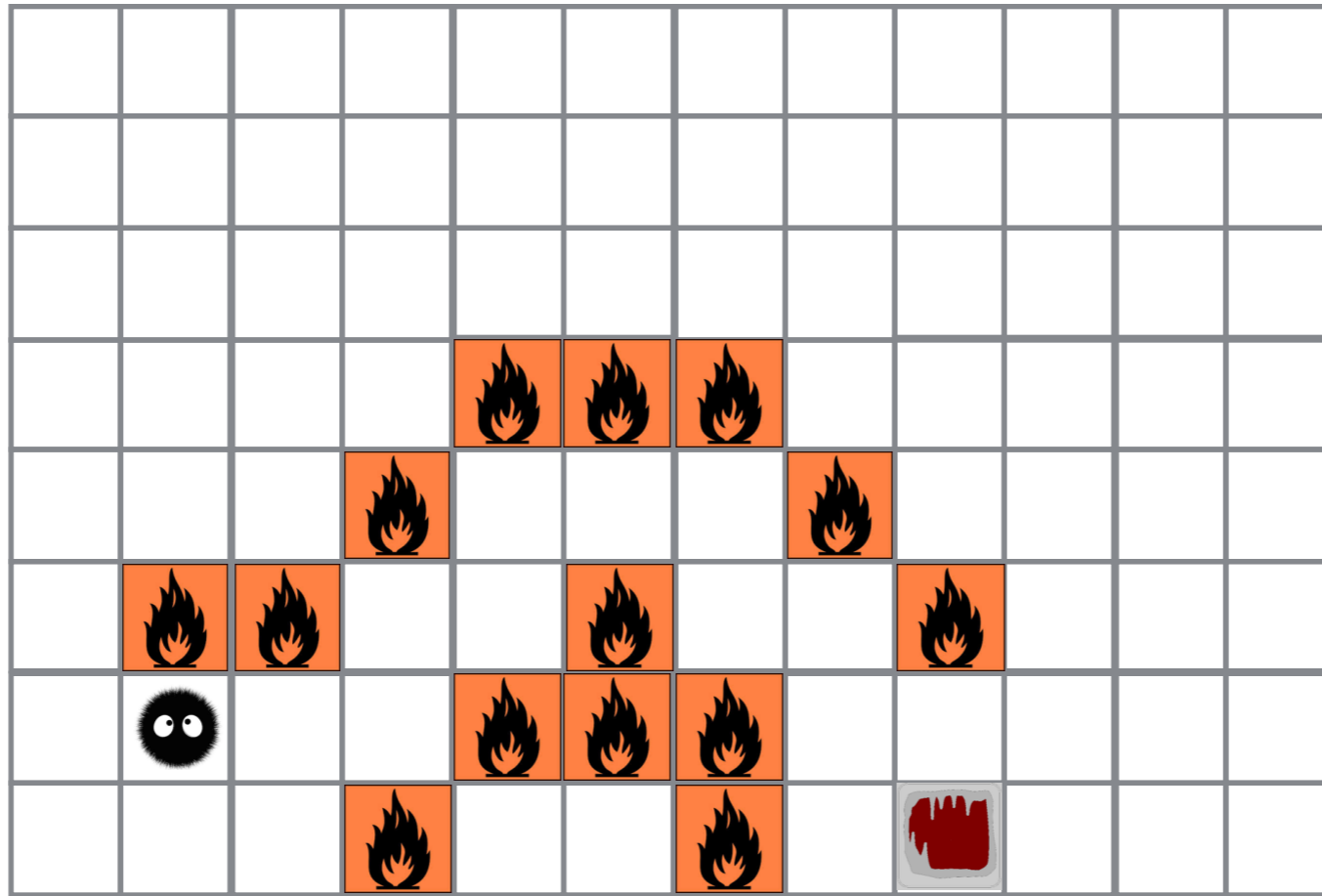
Niv. 3: fonction

- réutiliser un ensemble d'instructions
- créer ses propres actions
- notion de fonction (en fait, plutôt une procédure non paramétrée)

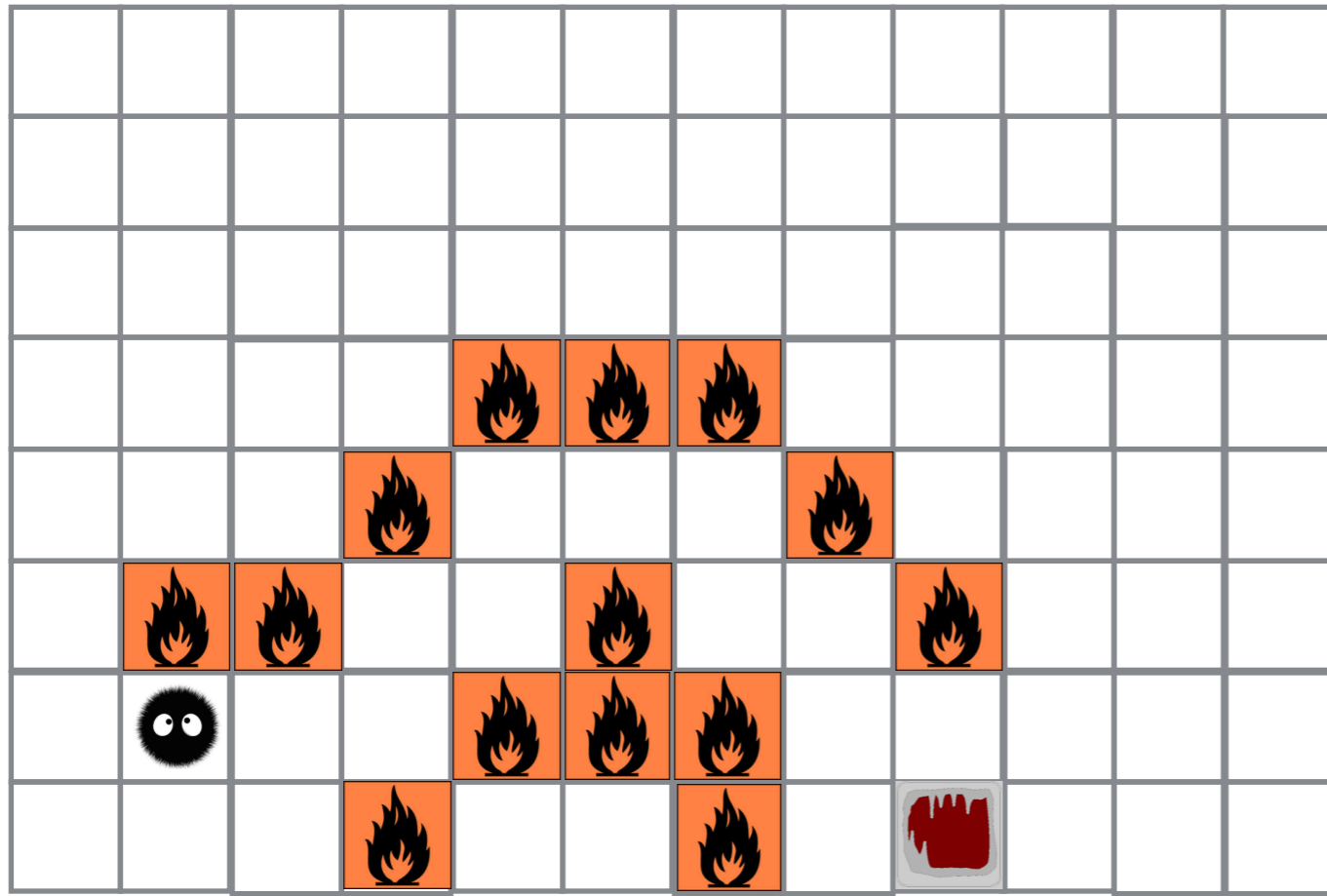


Créons la carte:

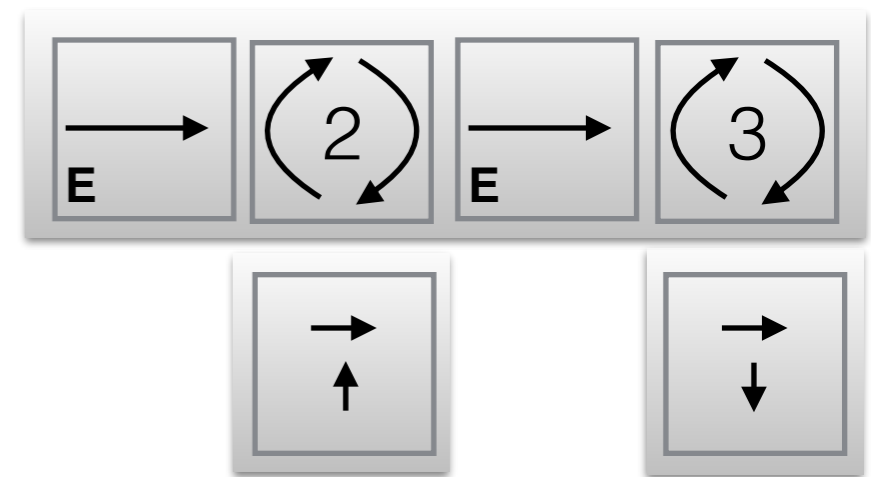
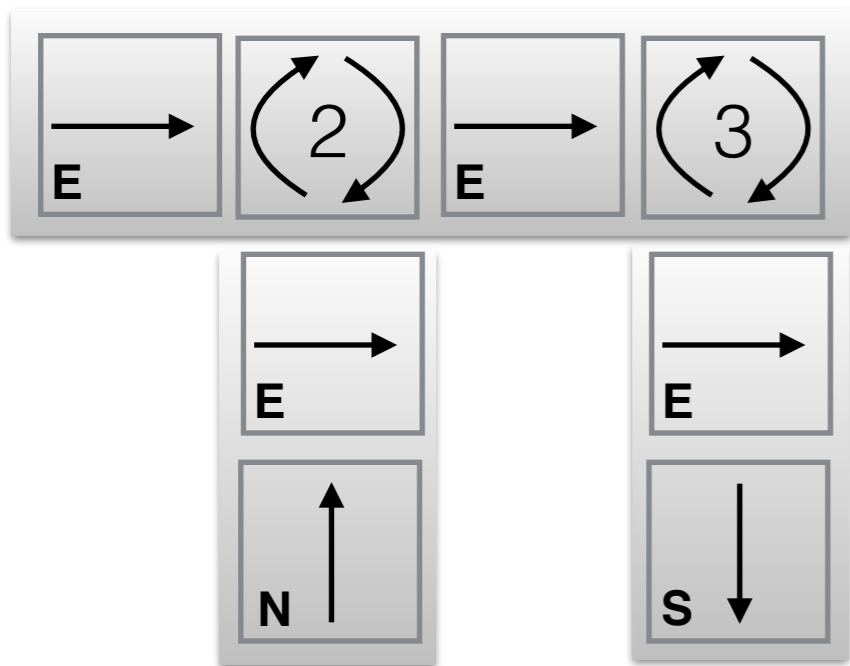
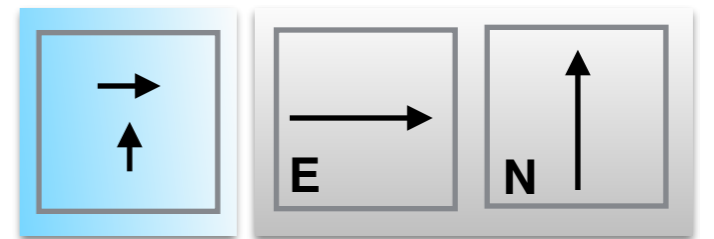
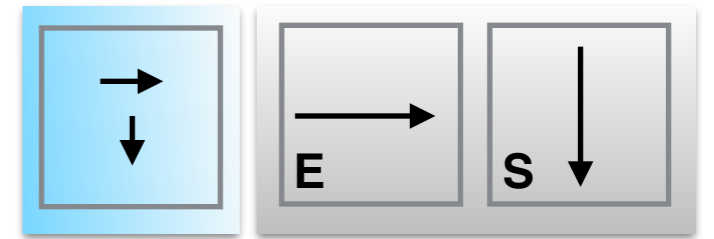




Propositions ?

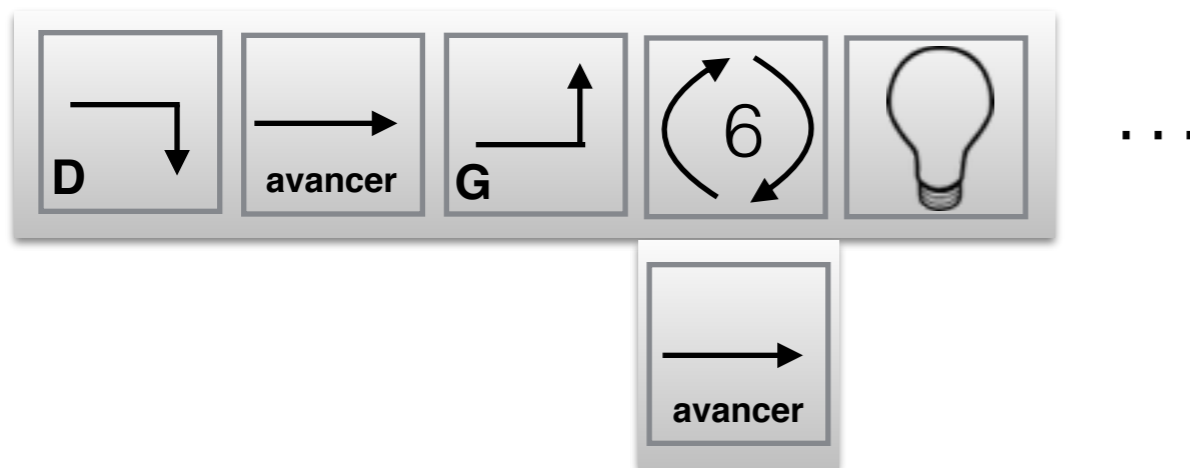
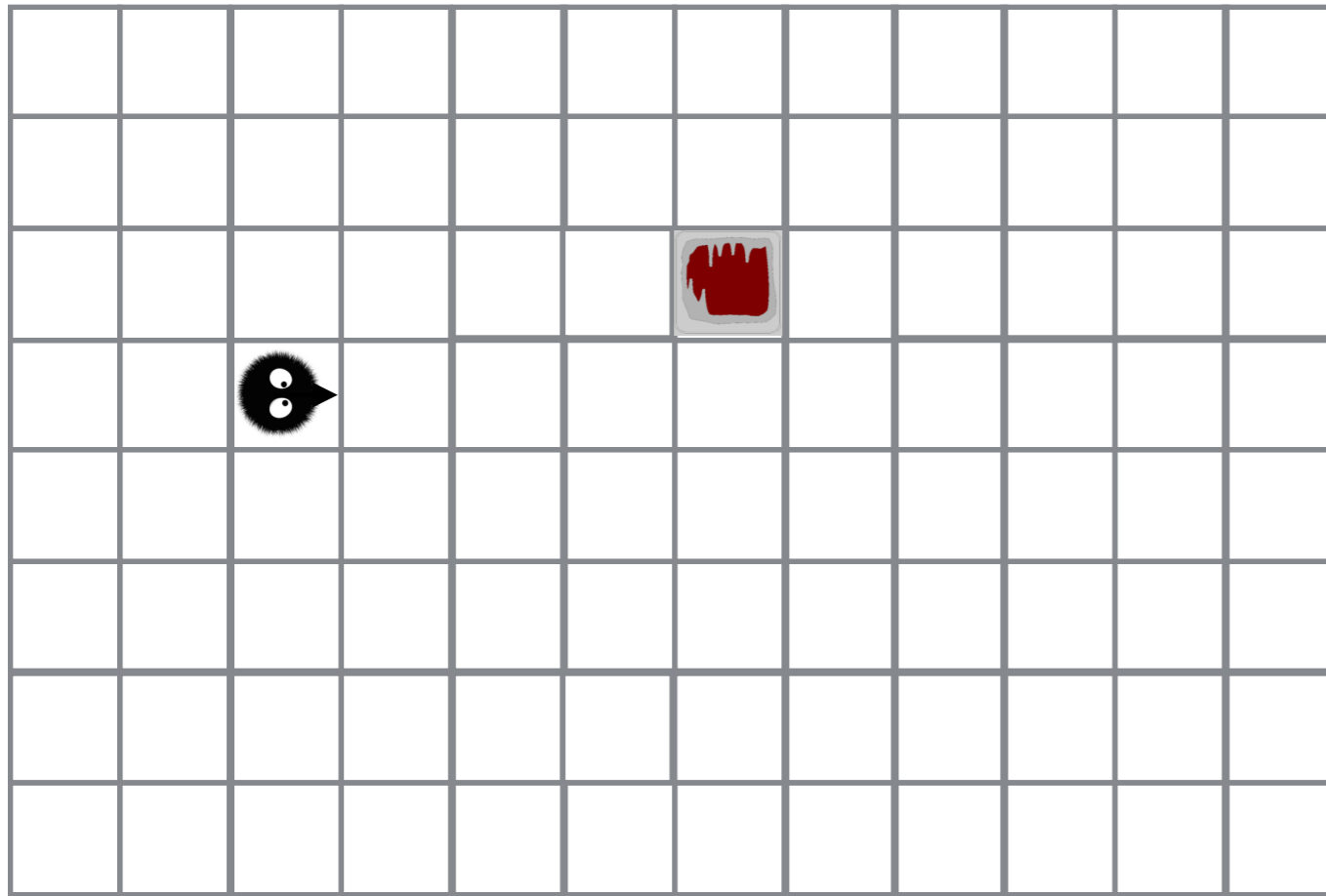
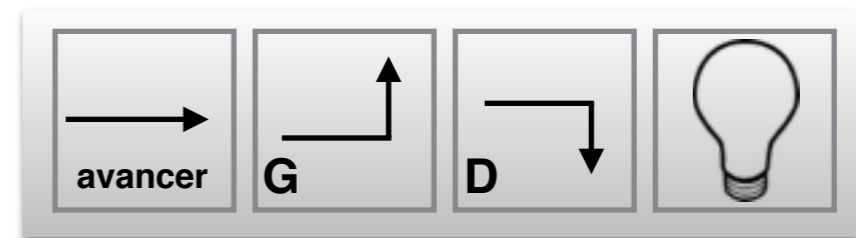


Nouvelles actions

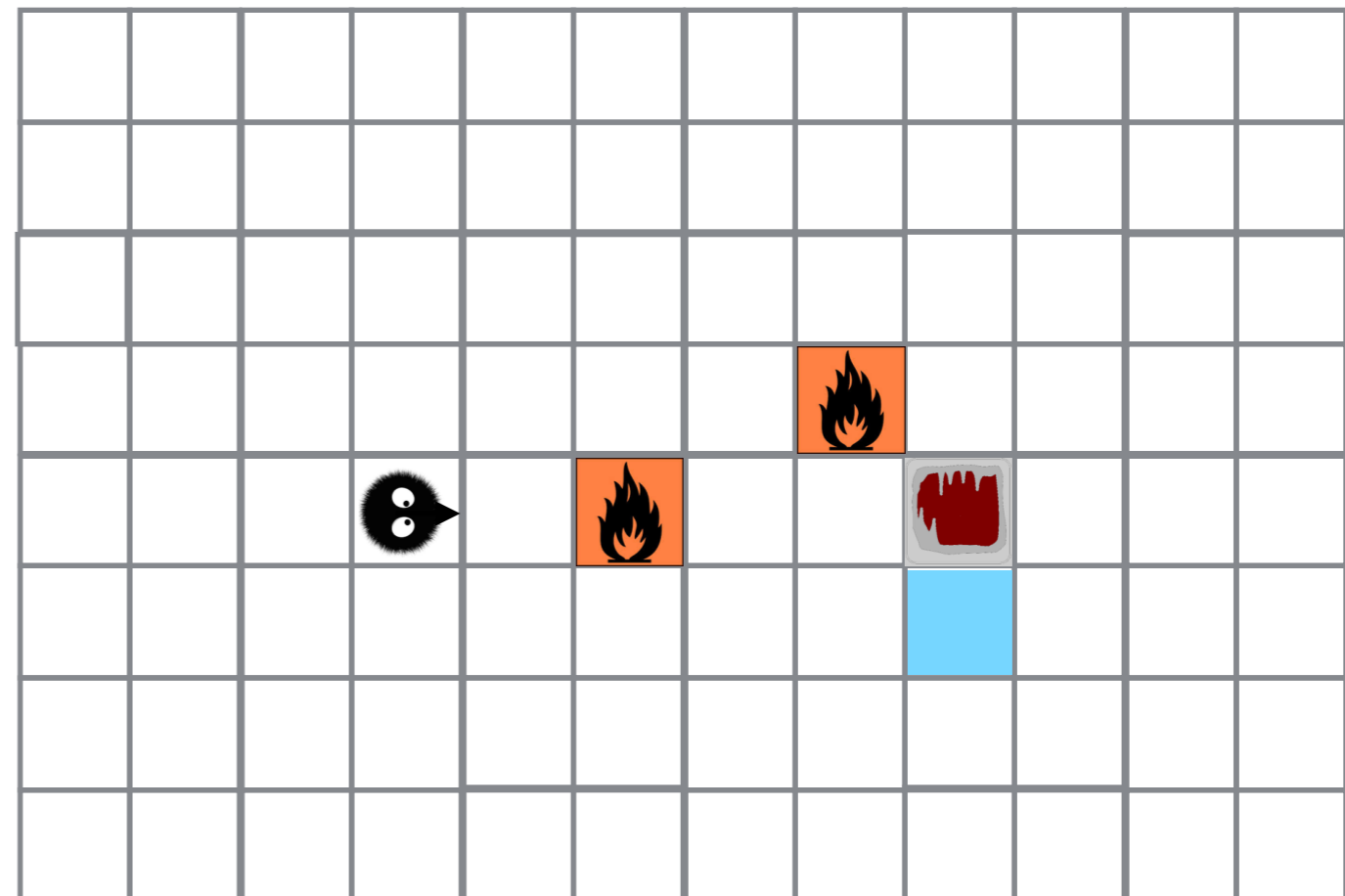


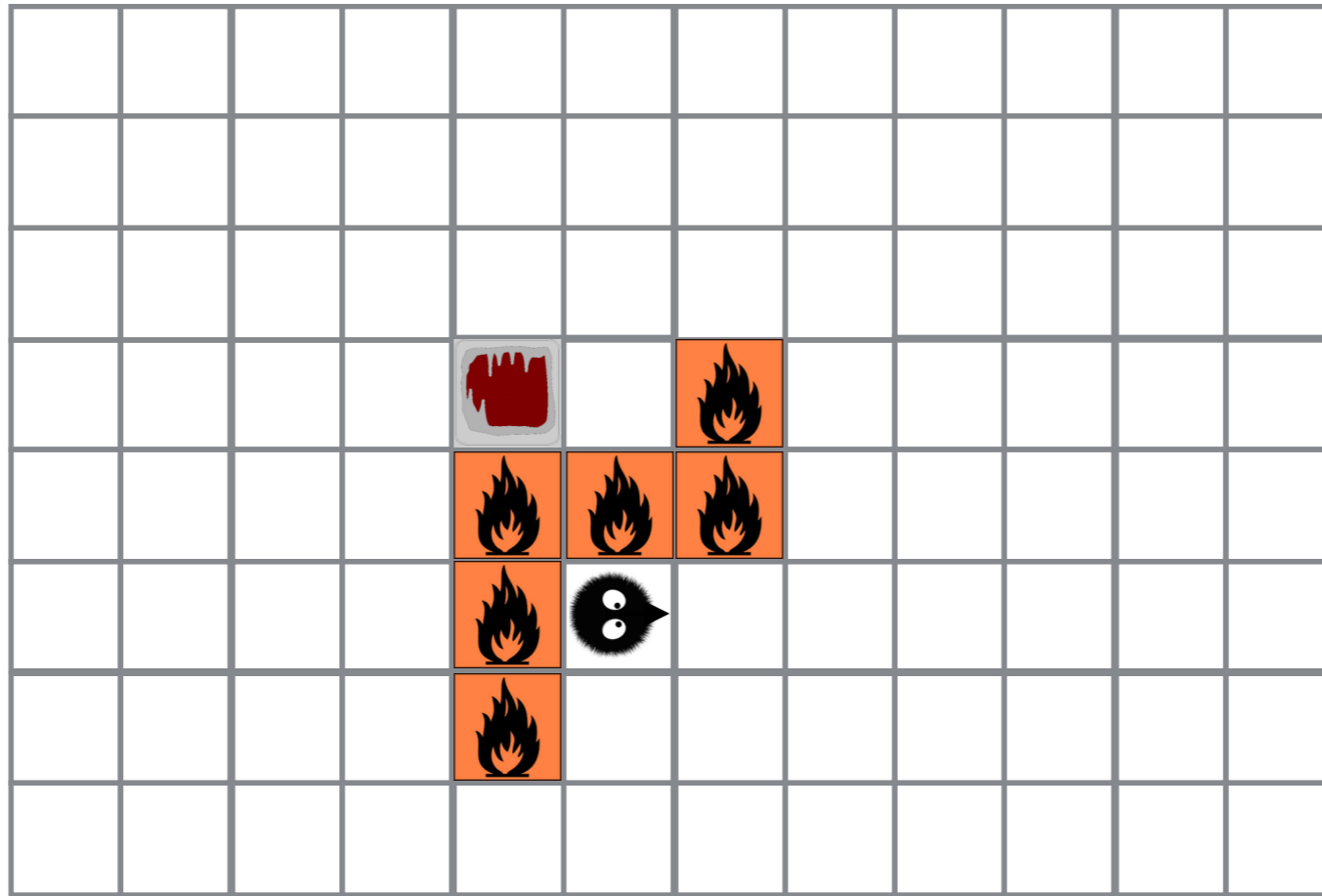
Niv. 4: orientation relative

- orientation du héros
- allumer/éteindre une case



...





Propositions ?

