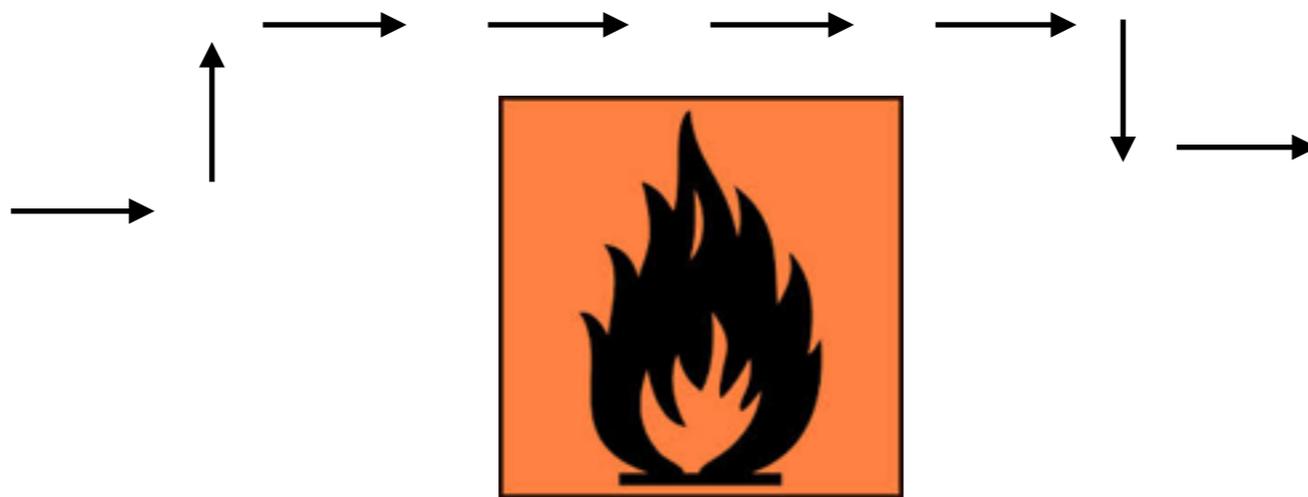


# Jeu dont vous êtes le héros

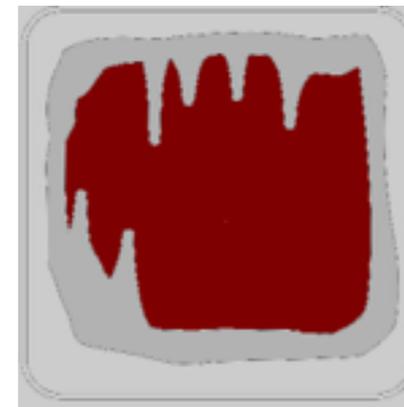
Fabrice EUDES, Pascal EVRARD, Philippe MARQUET,  
François RECHER & Yann SECQ



le héros

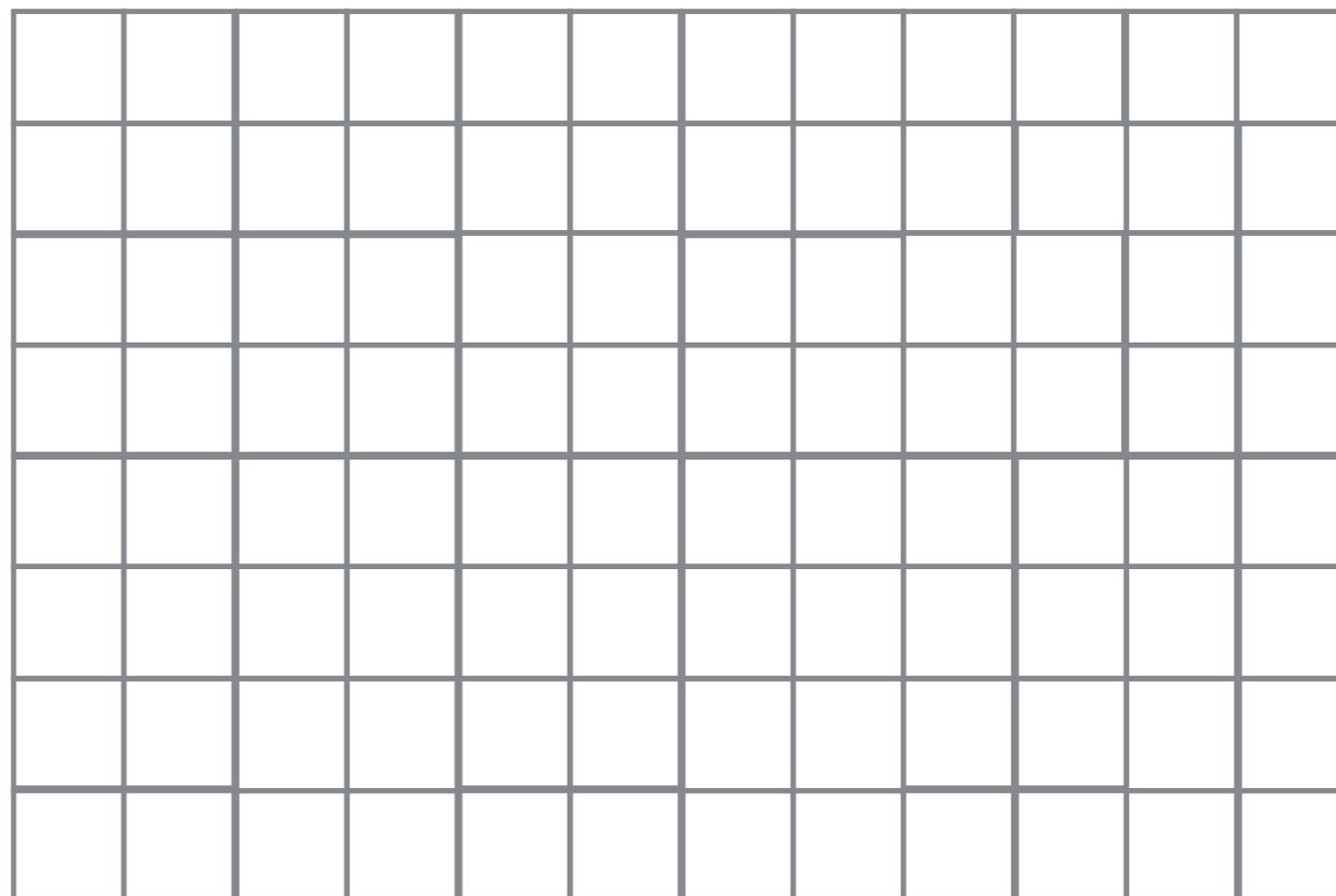
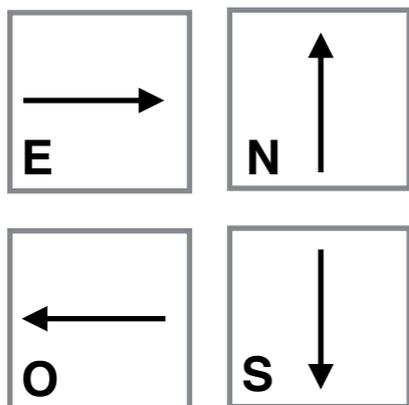


ce qu'il craint



son abri

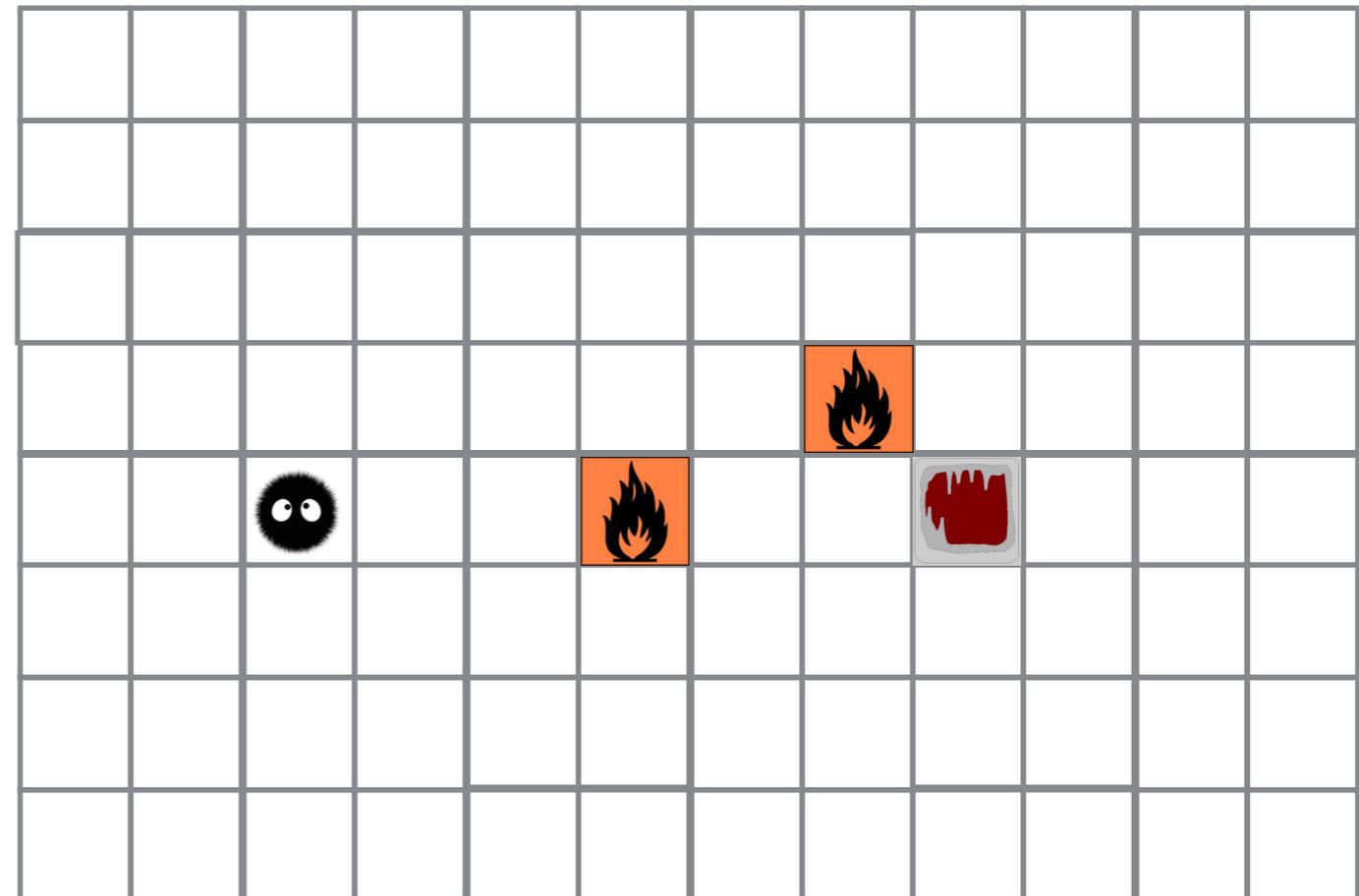
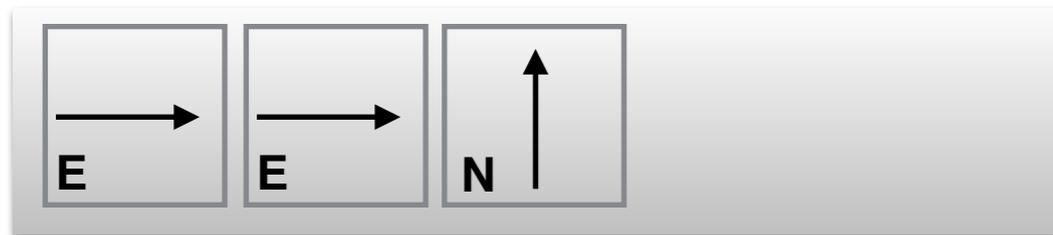
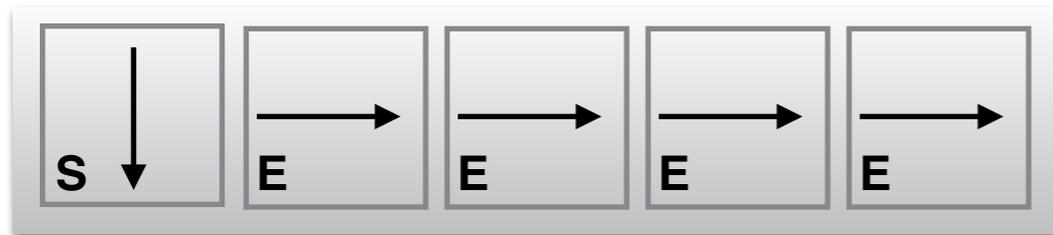
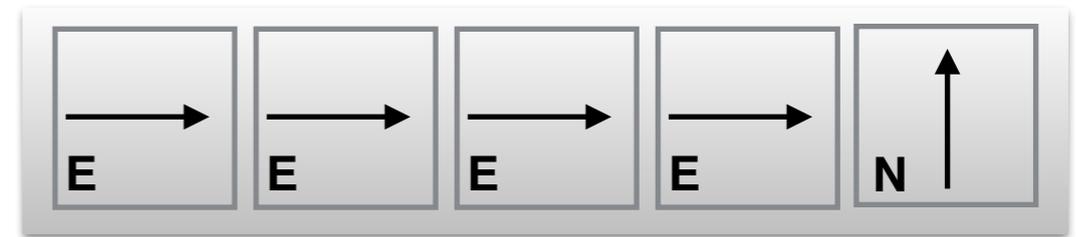
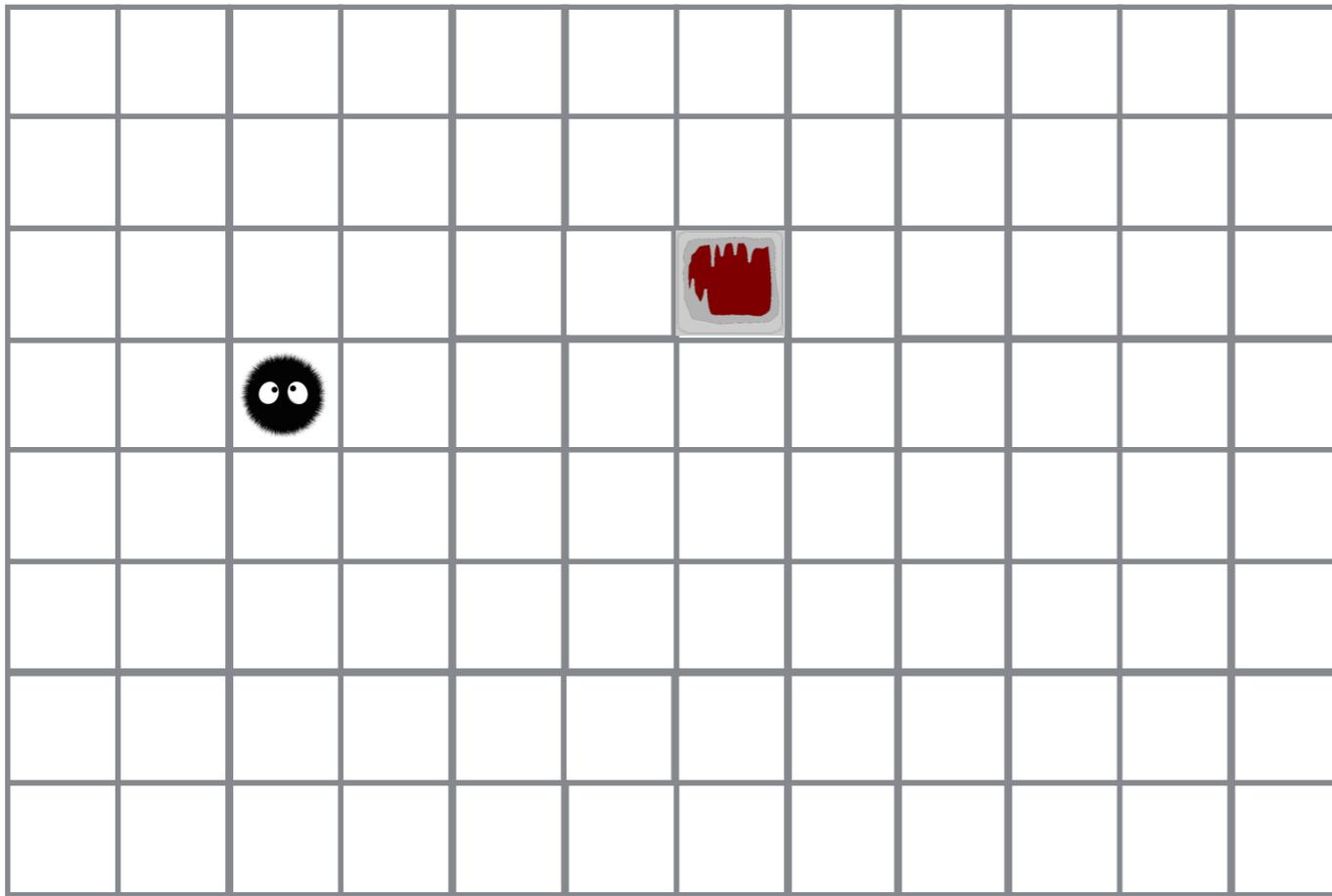
### Déplacements



le plateau de jeu

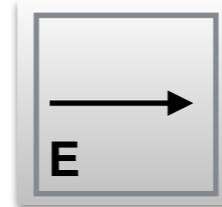
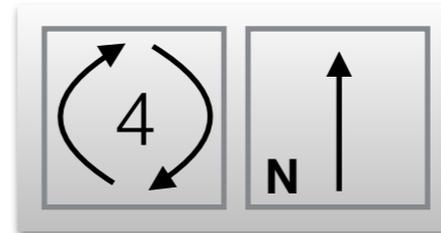
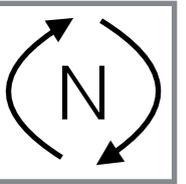
## Niv. 1: séquences simples

- sans obstacle
- avec obstacles
- avec bonus

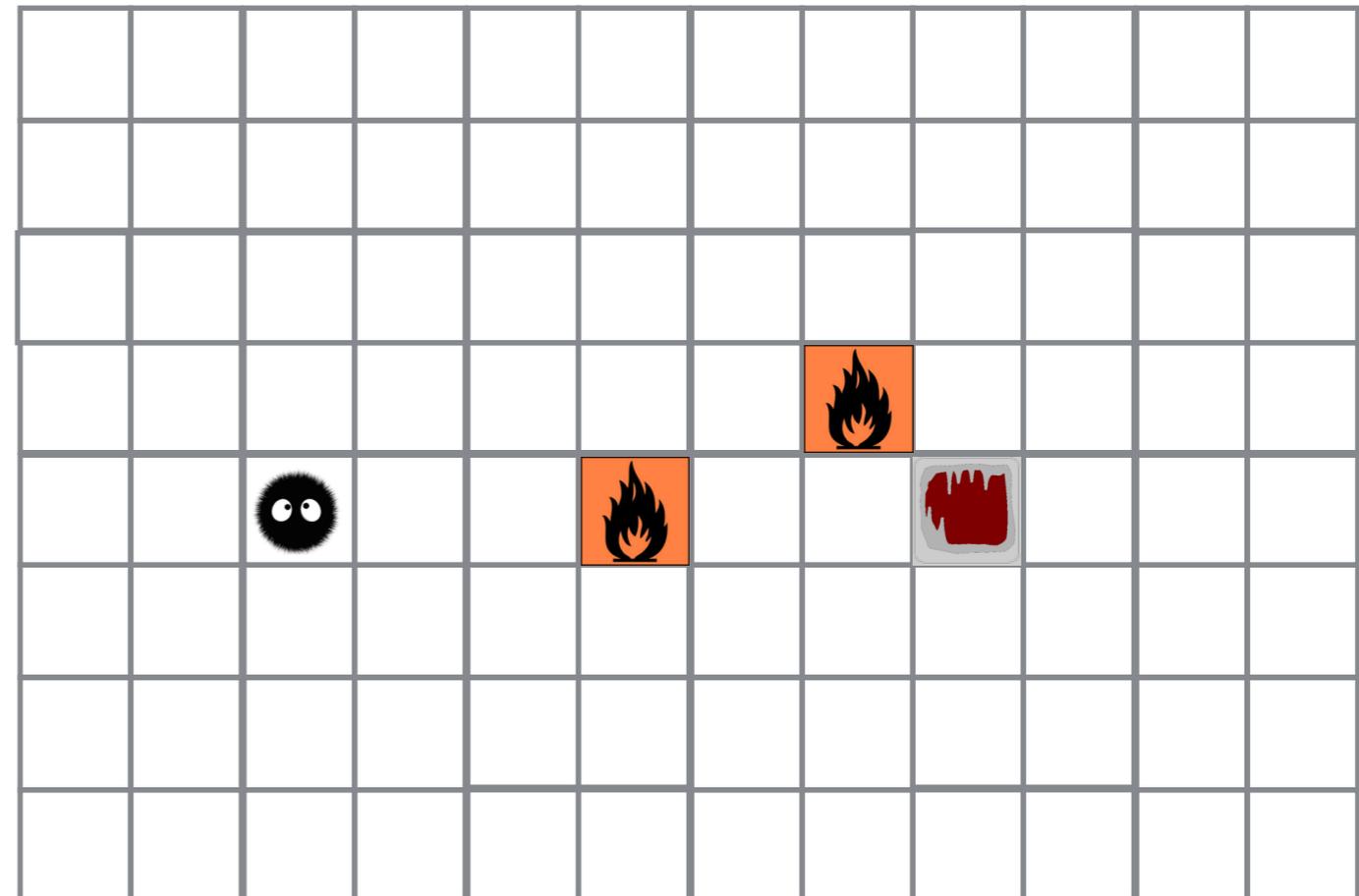


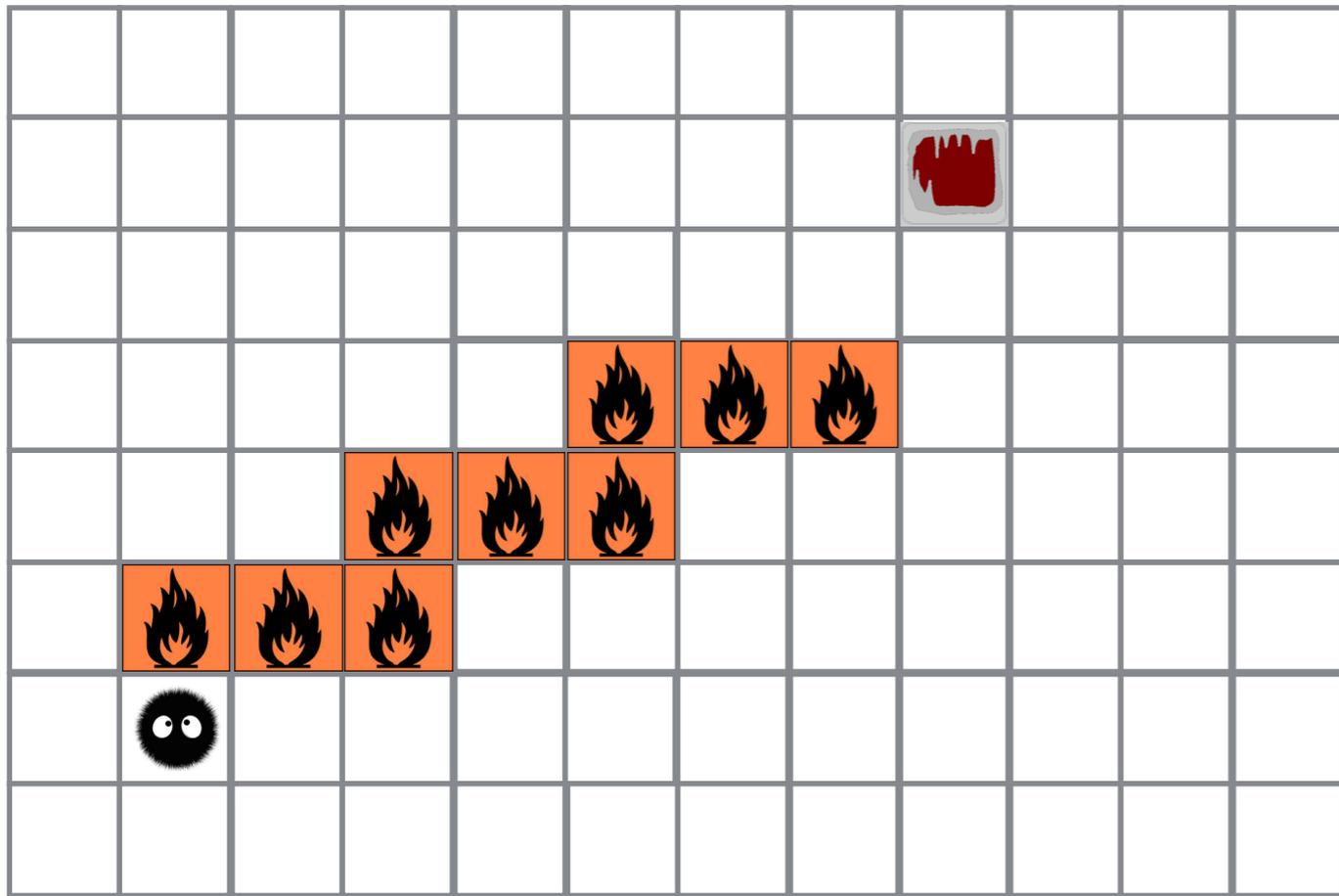
## Niv. 2: répétition

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



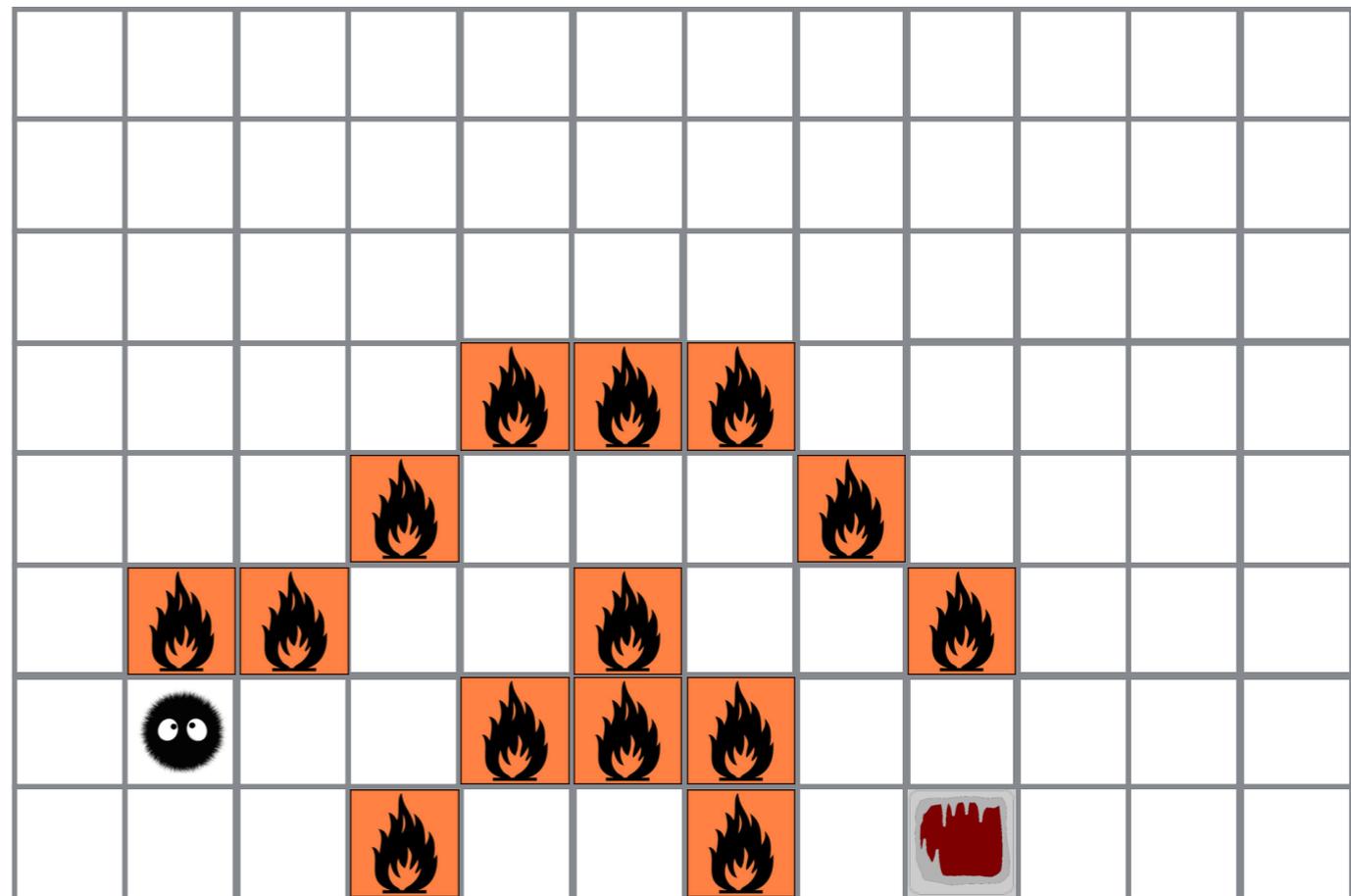
Propositions ?

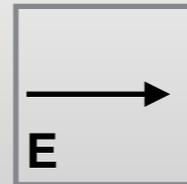
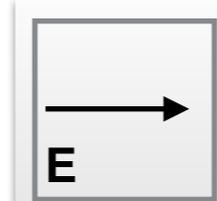
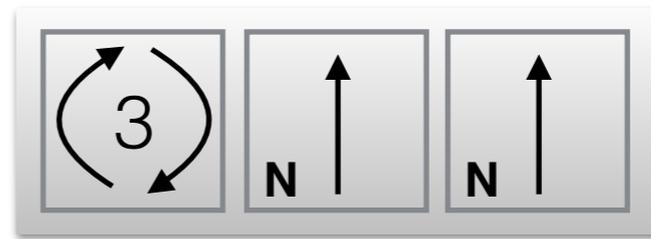
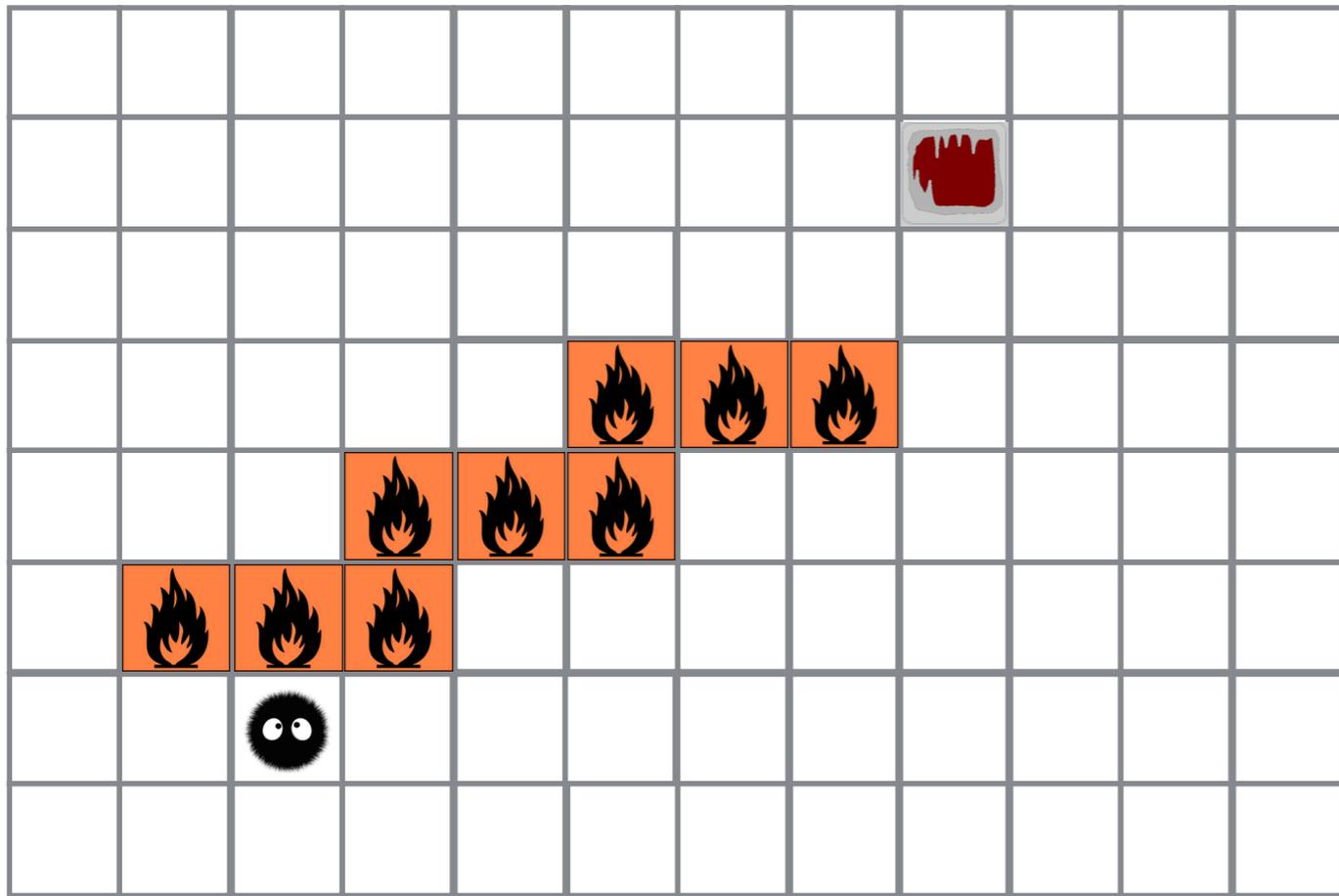




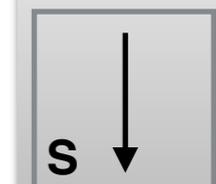
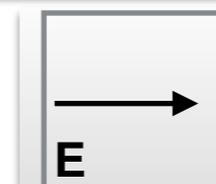
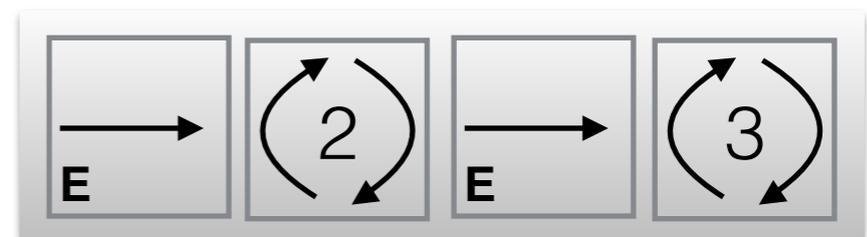
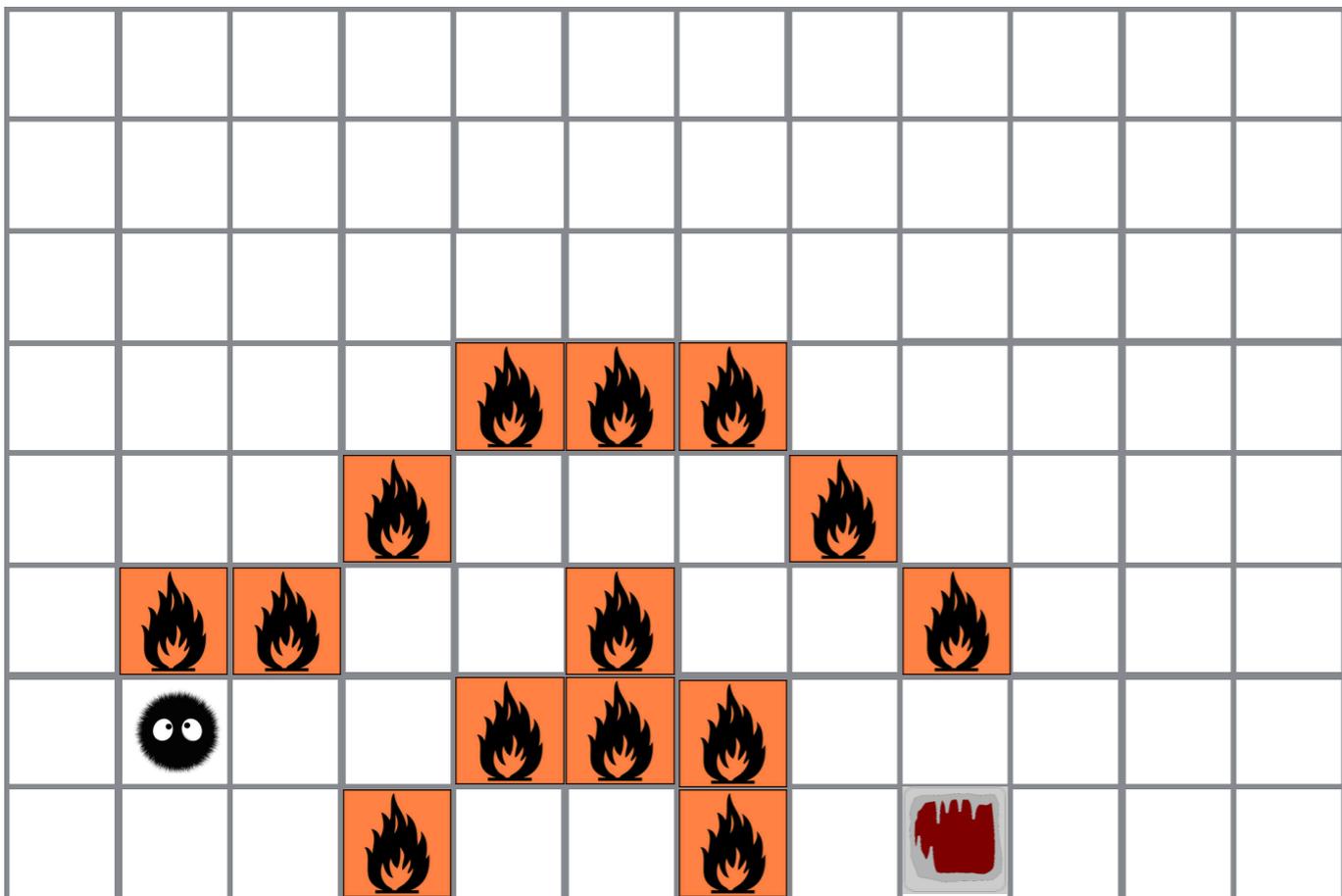
Propositions ?

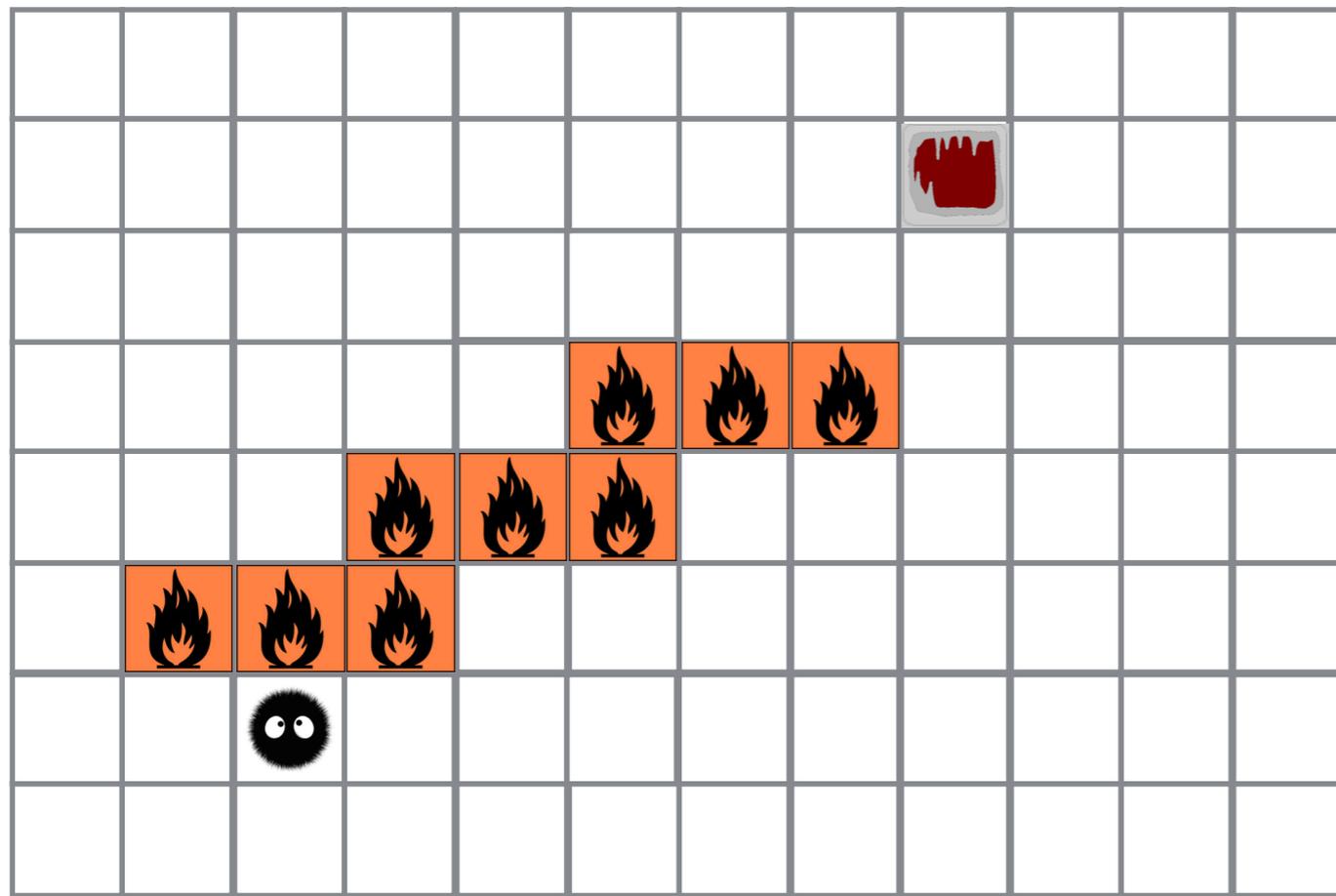
Propositions ?





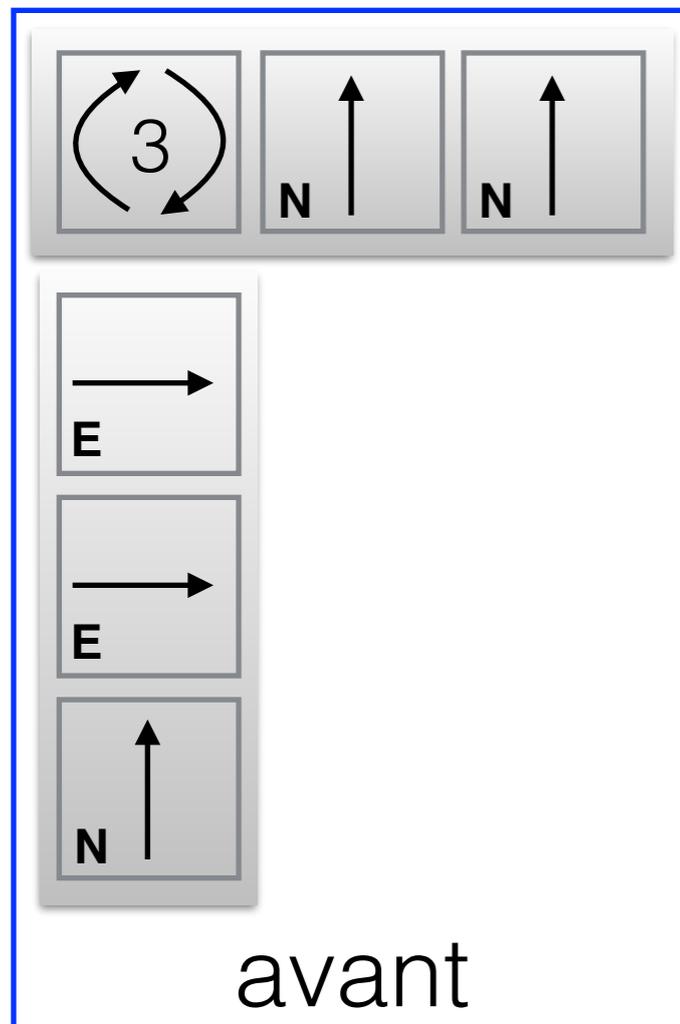
*Pb des boucles imbriquées ;)*



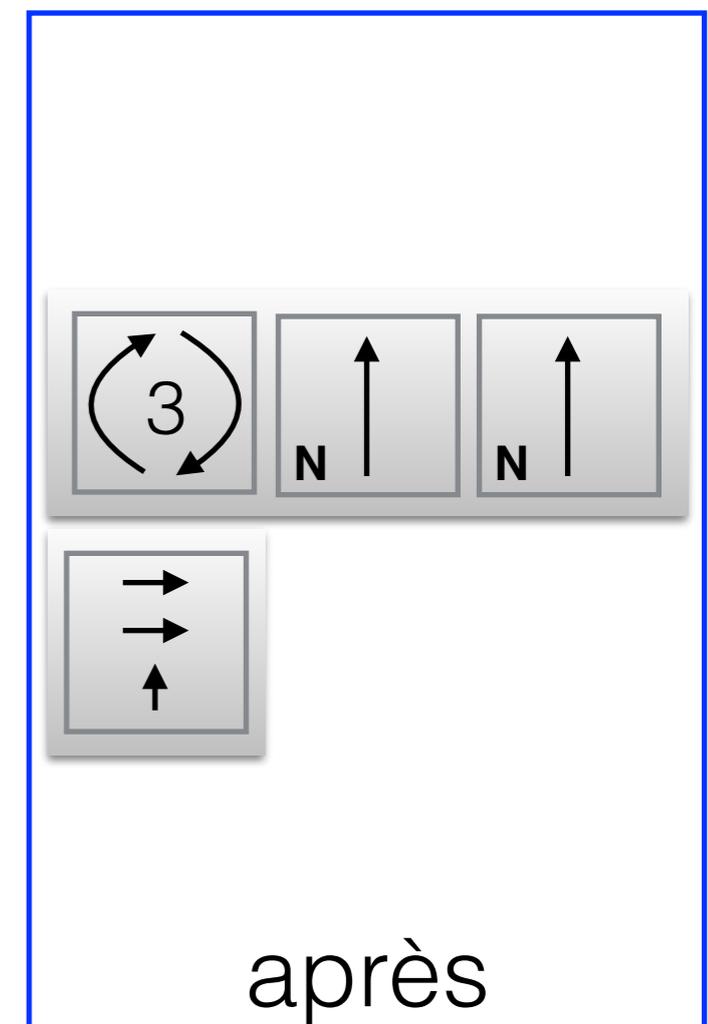
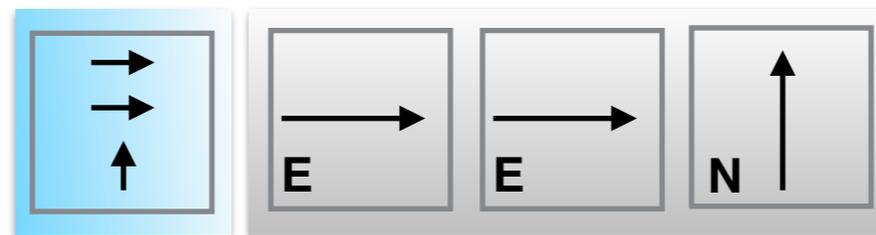
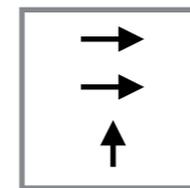


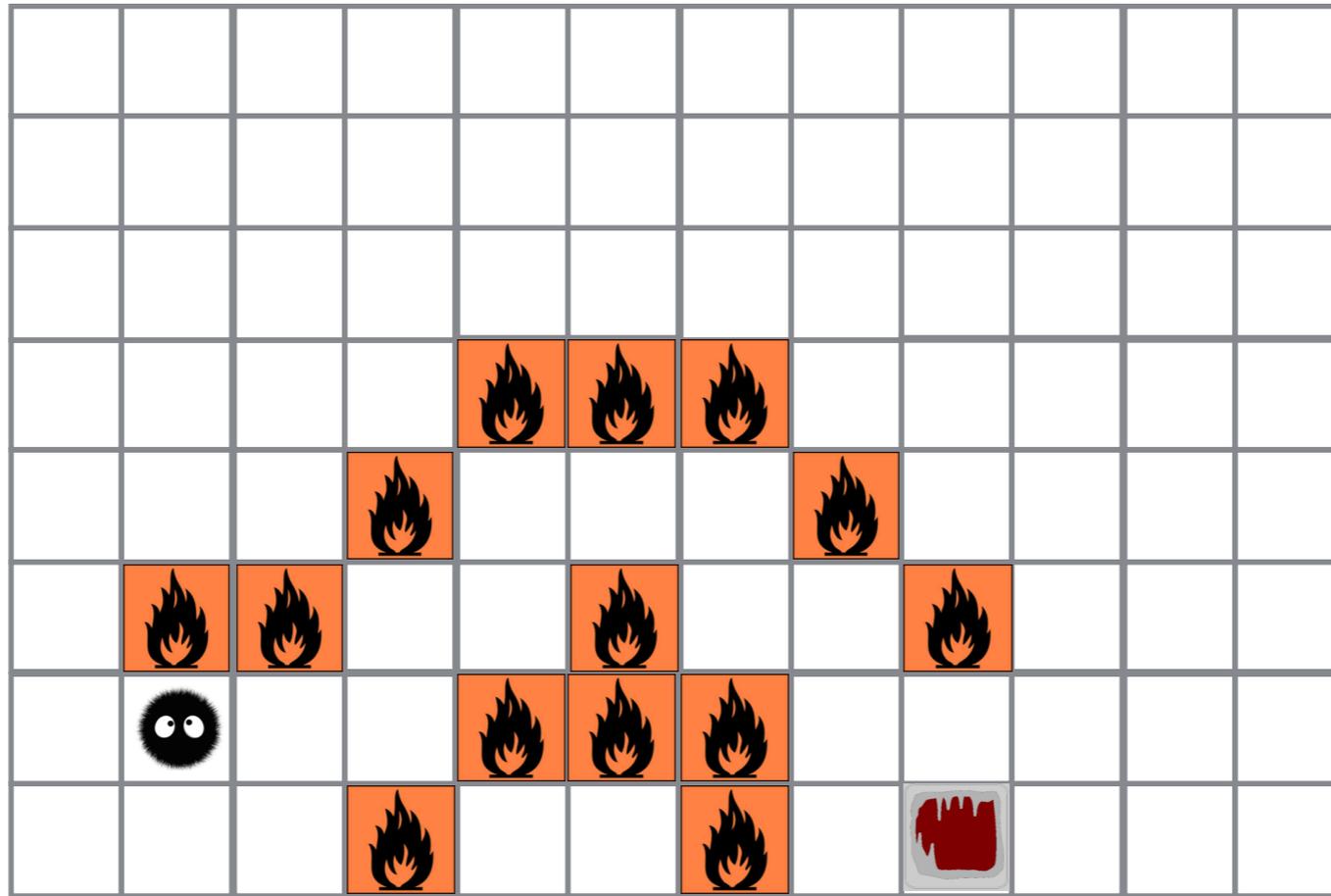
## Niv. 3: fonction

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

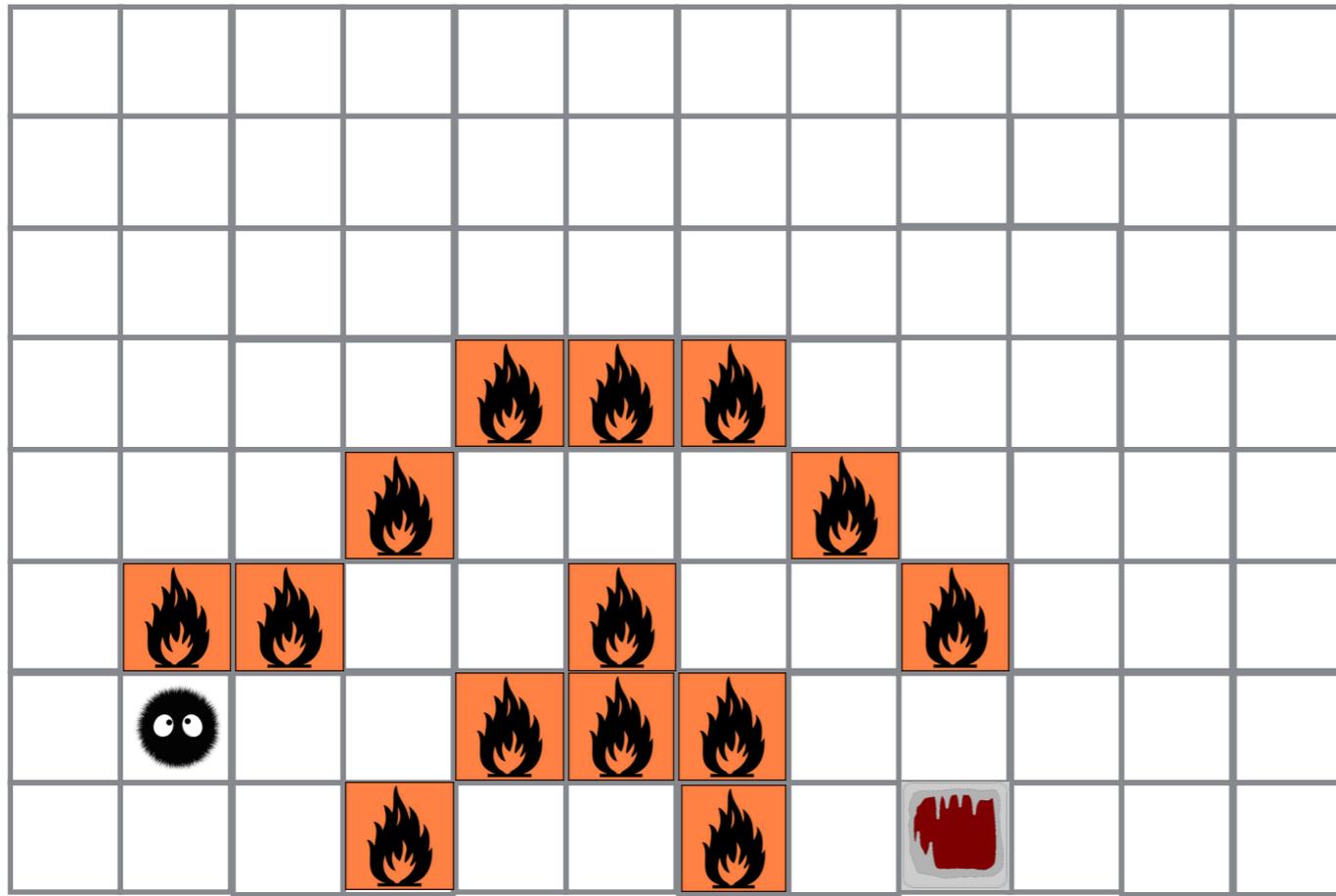


Créons la carte:

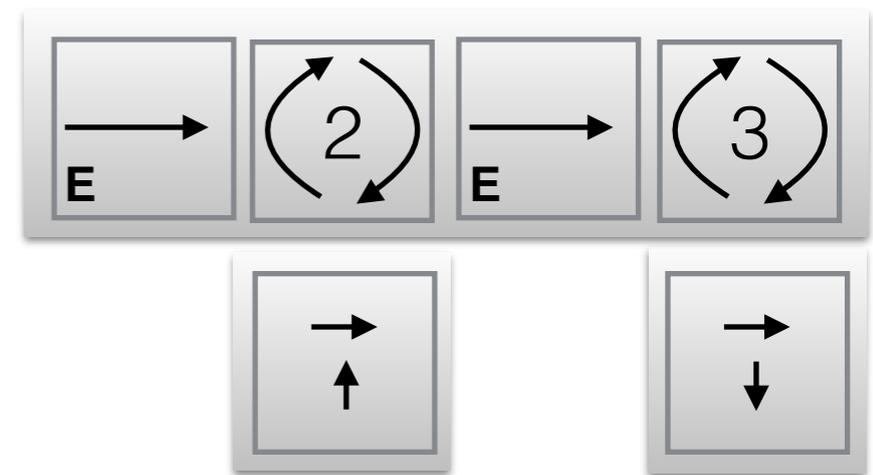
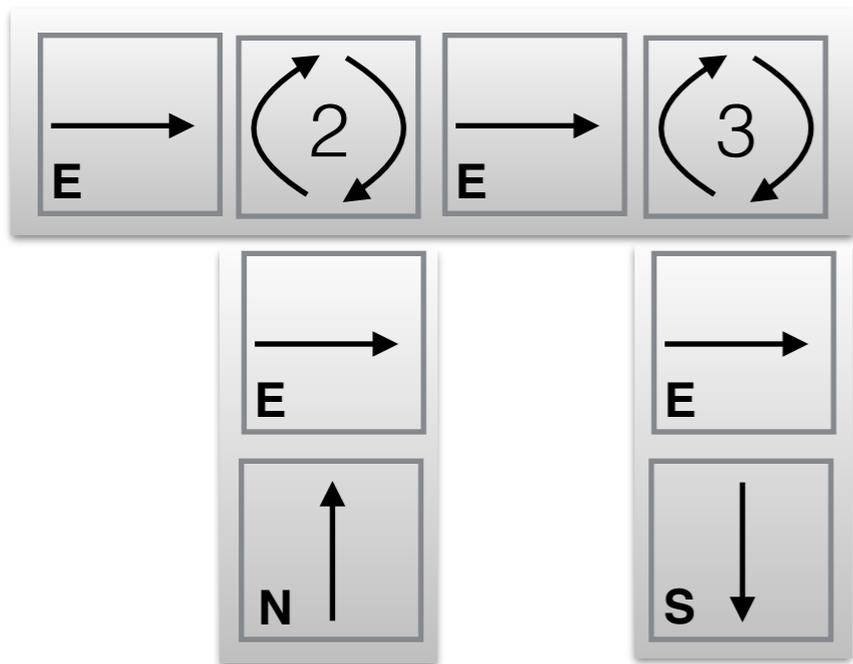
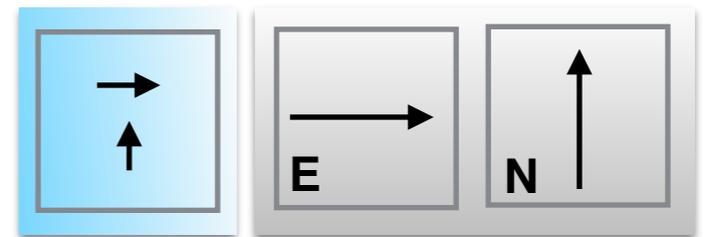
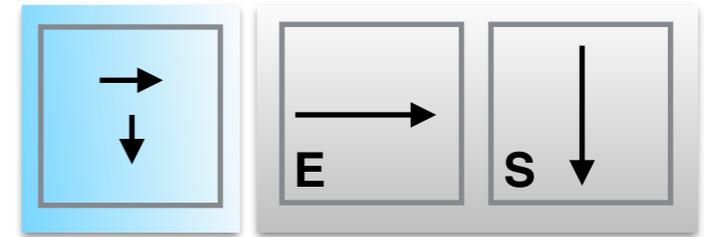




Propositions ?

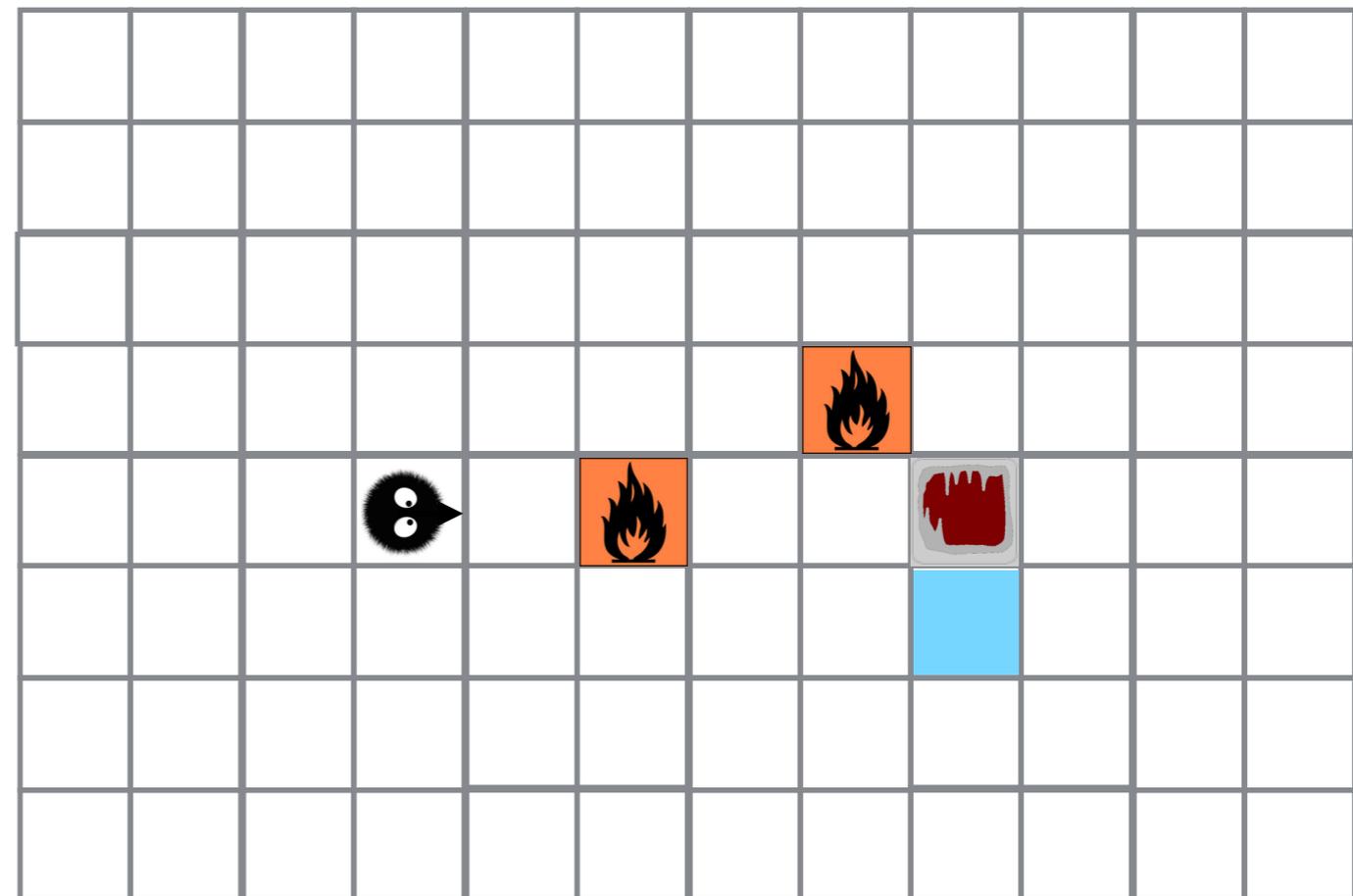
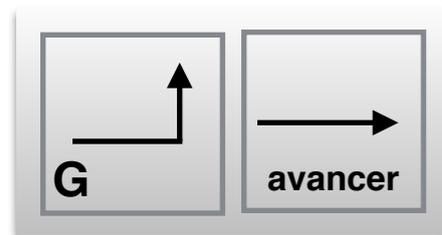
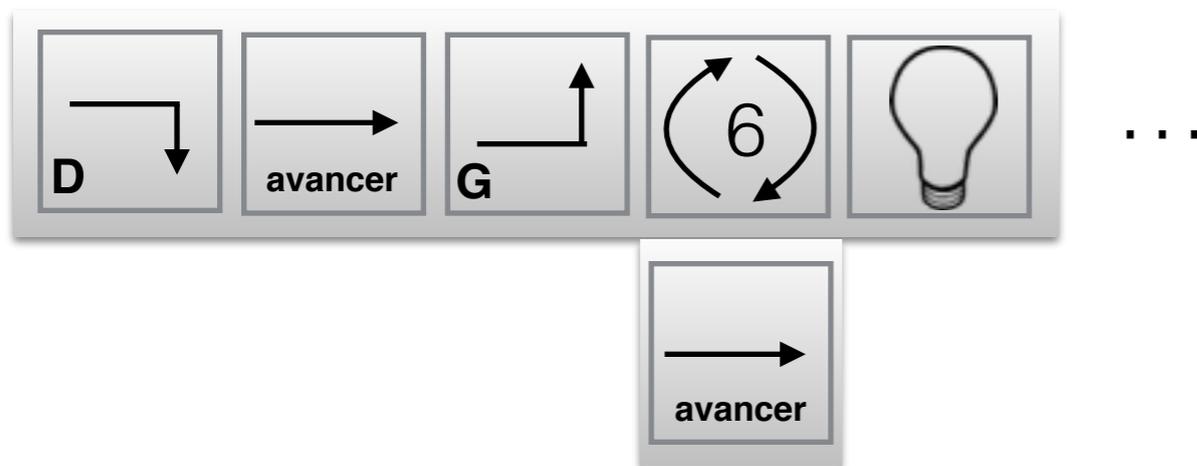
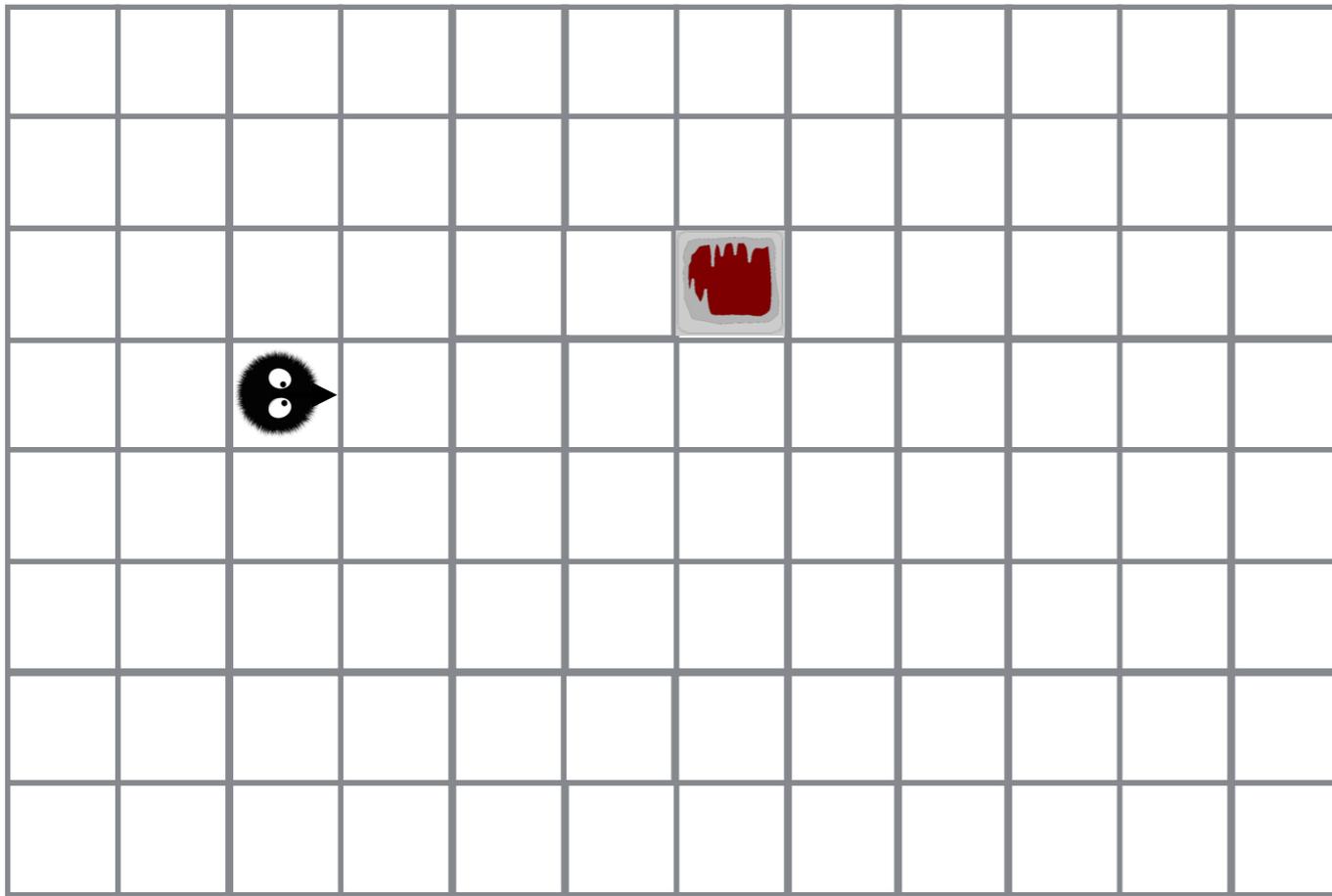
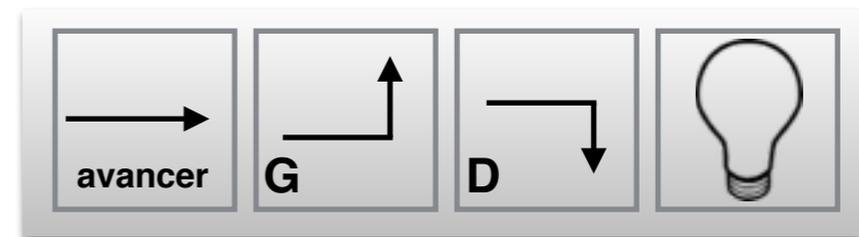


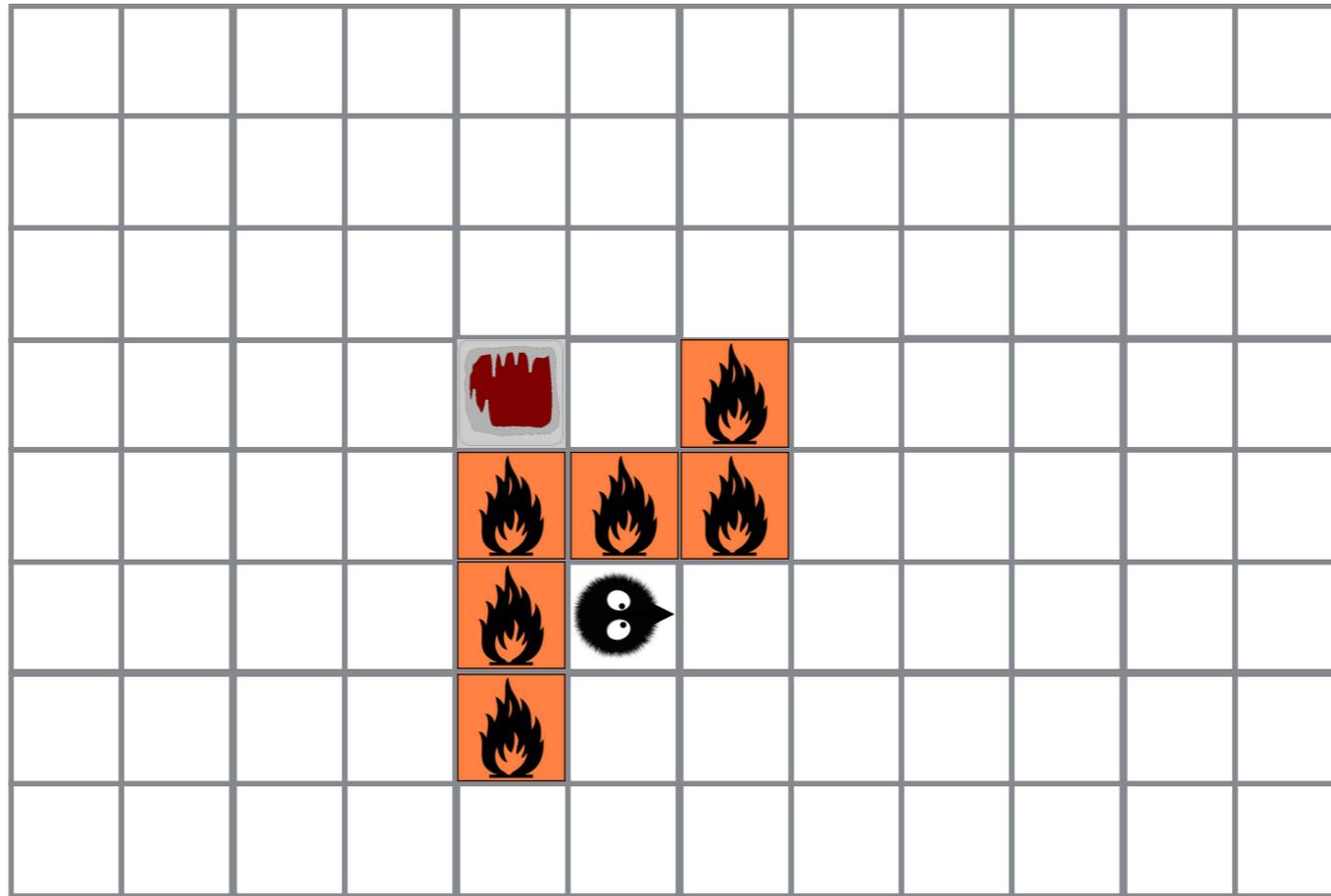
# Nouvelles actions



## Niv. 4: orientation relative

- orientation du héros
- allumer/éteindre une case





Propositions ?

