



Joindre/créer un monde

Configuration

Leçons et
nouveaux mondes

Changer de compte
de Microsoft

Changer l'apparence
du personnage





The screenshot shows the Minecraft game menu with the following elements and callouts:

- Top Left:** A back arrow and the text "Jouer".
- Top Center:** A callout box pointing to the "VOIR MES MONDES" button with the text "Galerie de mondes créés par le joueur".
- Top Right:** A callout box pointing to the "VOIR LA BIBLIOTHÈQUE" button with the text "Bibliothèque de leçons, défis et autres".
- Bottom Left:** A callout box pointing to the "CRÉER NOUVEAU" button with the text "Créer un nouveau monde".
- Bottom Right:** A callout box pointing to the "IMPORTER" button with the text "Importer un monde en format \".mcworld\"".
- Bottom Center:** A callout box pointing to the "REJOINDRE UN MONDE" button with the text "Joindre un monde d'un autre utilisateur".

The menu itself contains the following buttons and text:

- VOIR MES MONDES:** A button with a globe icon and the text "VOIR MES MONDES".
- VOIR LA BIBLIOTHÈQUE:** A button with a bookshelf icon and the text "VOIR LA BIBLIOTHÈQUE".
- CRÉER NOUVEAU:** A button with a plus sign icon and the text "CRÉER NOUVEAU".
- REJOINDRE UN MONDE:** A button with an icon of four player heads and the text "REJOINDRE UN MONDE".
- IMPORTER:** A button with an icon of a square with an arrow pointing left and the text "IMPORTER".



Miniature du personnage

Contrôles de base

Monde où l'on joue

W Avancer

S Retour

A Gauche

D Droite

ESPACE Sauter

ESPACEx2 Commencer à voler

E Inventaire

C Code Builder

MAJ Se faufiler

Barre d'outils

H Masquer les commandes

Main du personnage

Detailed description: This image shows a first-person view of a Minecraft game world during a rainstorm. The player's character, a purple-skinned figure, is visible in the top-left corner as a small icon and in the bottom-right corner as a hand holding a pickaxe. A semi-transparent control menu is overlaid on the left side of the screen, listing various movement and action commands with their corresponding keyboard keys. The game world features a village with several wooden houses, a stone tower, and a grassy field under a dark, rainy sky. Callout boxes with lines pointing to specific elements are placed around the interface to identify them.