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| --- | --- | --- |
| GameItem |  | land |
| +g\_body : b2Body\*  +g\_pixmap : +QGraphicsPixmapItem  + g\_size : QsizeF  +g\_world : b2world \*  +g\_worldsize : static QsizeF  +g\_windowsize : static QsizeF |  |
| +GameItem(world : b2World \*)  +~GameItem()  +setGlobalSize(worldsize : QSizeF, windowsize: QSizeF)  +<<slots>>paint() : void | +Bird ( x: float, y :float,  w :float, h: float,  pixmap :QPixmap,  world :b2World\*,  scene :QGraphicsScene \*) |

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| --- |
| mainwindow |
| QGraphicsScene \*scene;  b2World \*world;  QList<GameItem \*> itemList;  QTimer timer;  Land: \*land;  Slingshot: \*slingshot1;  beginy: int beginx: int right:int endx: int endy: int diffx: int diffy: int which: int;  int score;  wood:\*build[3];  rival :\*rival1[2];  Bird :\*birdie[4]; |
| GameSet():void  tick():void  QUITSLOT():void  quitGame():void  *showEvent*(QShowEvent \*) : void  *eventFilter*(QObject \*, event: QEvent \*) :bool  *closeEvent*(QCloseEvent \*): void |

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| yellow |
| +yelow(x: float, y :float, radius :float, timer :QTimer \*,  pixmap: QPixmap, world :b2World \*,scene :QGraphicsScene \*)  + set\_linear\_velocity(b2Vec2 velocity): void |

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| --- |
| bird |
| +Bird(x: float, y :float, radius :float, timer :QTimer \*,  pixmap: QPixmap, world :b2World \*,scene :QGraphicsScene \*)  + set\_linear\_velocity(b2Vec2 velocity): void |

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| orange |
| +orange(x: float, y :float, radius :float, timer :QTimer \*,  pixmap: QPixmap, world :b2World \*,scene :QGraphicsScene \*)  + set\_linear\_velocity(b2Vec2 velocity): void |

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| --- |
| blue |
| +blue(x: float, y :float, radius :float, timer :QTimer \*,  pixmap: QPixmap, world :b2World \*,scene :QGraphicsScene \*)  + set\_linear\_velocity(b2Vec2 velocity): void |

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| --- |
| wood |
| +wood(float x, float y, float w, float h, QTimer \*timer, QPixmap pixmap, b2World \*world, QGraphicsScene \*scene); |

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| --- |
| rival |
| +rival(float x, float y, float radius, QTimer \*timer, QPixmap pixmap, b2World \*world, QGraphicsScene \*scene) |

|  |
| --- |
| slingshot |
| +shot(Bird \*bird): void  +slingshot(int x, int y, QPixmap pixmap, b2World \*world, QGraphicsScene \*scene) |

Wood，slongshot，rival均繼承於gameitem

遊戲開始:按L鍵離開，按R鍵重新



左上角有計分，一隻一分

