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| --- |
| MainWindow |
| + j: int  + whichMode: int  + myscore: score\*  + count: countdown\*  + selectMode: QGraphicsScene\*  + Grade: QGraphicsScene\*  + Game: QGraphicsScene\*  + vi\_selectMode: QGraphicsView\*  + vi\_Grade: QGraphicsView\*  + vi\_Game: QGraphicsView\*  -ui:Ui::MainWindow\*  -gameBK: QLabel\*  -gradeBK: QLabel\*  -modeBK: QLabel\*  -gameBN: QLabel\*  -gameButtom: QLabel\*  +button1: QLabel\*  +button2: QLabel\*  -gameBN1: QPixmap  -mode1: QPushButton\*  -mode2: QPushButton\*  -mode3: QPushButton\*  -playagain: QPushButton\*  -exit: QPushButton\*  -note1: note [0..\*]  -note2: note [0..\*]  -note3: note [0..\*] |
| <<constructor>>MainWindow(parent: QWidget\*)  + keyPressEvent(event: QKeyEvent\*): void  -changeScene(): void  -NormalMode(): void  -HardMode(): void  -ManiacMode(): void  -reStart(): void |

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| score |
| +totalscore: int |
| <<constructor>>score(parent: QGraphicsTextItem\*)  +getScore(): void |

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| countdown |
| +time: int  -timer: QTimer\* |
| <<constructor>>countdown(parent: QGraphicsTextItem\*)  -decrease(): void |

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| --- |
| note |
| +color: int  -timer: QTimer\* |
| <<constructor>>note(dis: int,bpm: int)  -move(): void |

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| gameover |
|  |
| <<constructor>>gameover(parent: QGraphicsTextItem\*) |

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| --- |
| restart |
|  |
| <<constructor>>restart(parent: QMainWindow\*) |

How to play:

1. 進入遊戲後選擇難度,總共分為Normal,Hard,Maniac三種
2. 操作方式:D為藍鼓面、K為紅鼓面
3. 遊戲開始後30秒結束，並結算分數
4. 選擇結束遊戲或者重玩一次