

Programming Design (II) Project 3 【Candy crush】

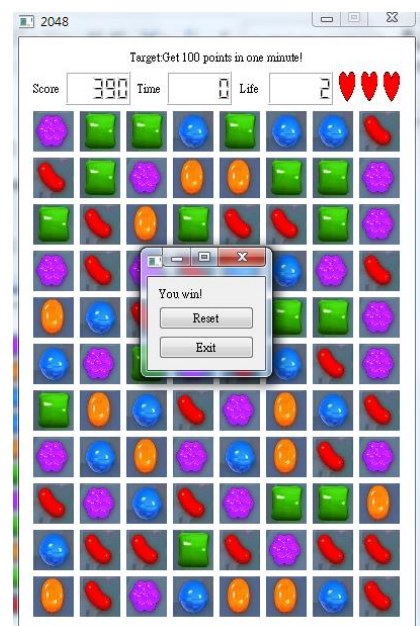
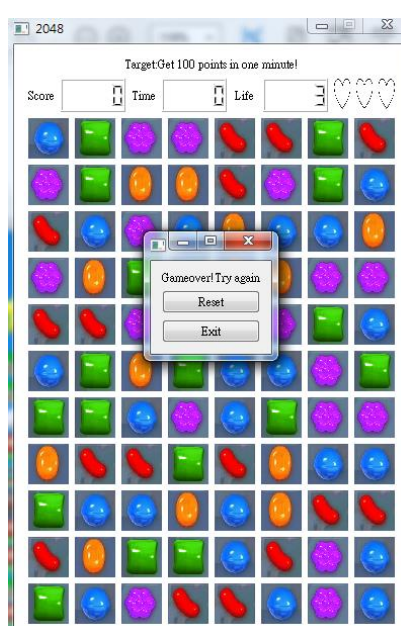
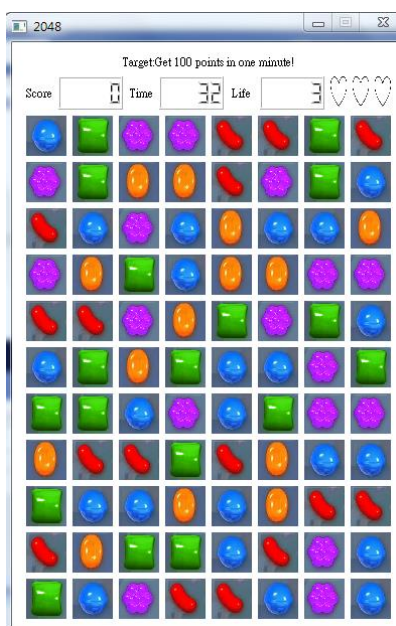
report

資訊四 F74004046 劉慎之

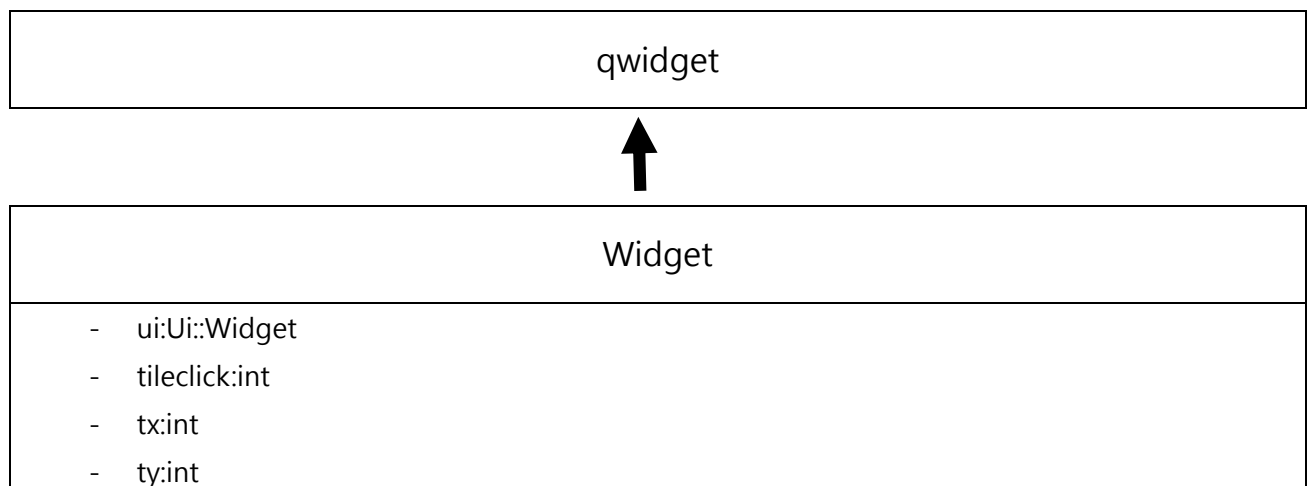
★ 【程式執行方式】:

利用 Qt creator 來執行建立出執行檔之後便可以執行遊戲

★ 【遊戲執行畫面】:



★ 【UML class diagram】:



- cx:int
- cy:int
- score:int
- life:int
- time:int
- mode:int
- tile[11][8]:Tile*
- star:Star*
- resetb:QPushButton*
- exit:QPushButton*
- endgame:QWidget*
- layout:QVBoxLayout*
- word:QLabel*

```

+ <<constructor>>Widget(QWidget *parent = 0);
+ <<destructor>>~Widget();
  - createboard():void
  - startgame():void
  - endGame(int ch):void
  - exchange(Tile *Box1,Tile *Box2):void
  - emptyMove():void
  - fillempy():void
  - checkclick():int
  - allclear():int
  - rowclear():int
  - vclear():int
  - checkempty():int
signal  scorechanged(int score):void
signal  lifechanged(int life):void
signal  timechanged(int time):void
+ checkboard():void
+ countdown():void
+ reset():void
+ quits():void

```

