game

+ menu: game_menu*

+ game_win: game_window*

+ gamemap_wsk: gamemap*

+ showMenu(): void

+ endgame(): void

+ startGame(): void

game_menu

game_window

+ scene: QGraphicsScene*

+ map: gamemap*

+ setViewSize():void

+ update(): void

+ updateCtrs(): void

gamemap

+ mapWidth: int

+ mapHeight: int

+ nPlayers: int

+ gameSpeed:int

+ gameNumberCyclesUpdate: int

+ bots: bool

+ pause: bool

+ mapName: QString

+ timer: QTimer*

+ parentGame: game*

+ mapObjectHead: MapObject*

+ game_win: game_window*

+ loadMap(): void

+ keyPressed(int key): void

+ backToMenu(): void

+ updateCtrs(): void

+ delToDel():void

+ addMapObject: void

+ addAtEnd(): void

MapObject

+ type: int

+ nextMapObject: MapObject*

+ gObject: GMapObject*

+ x: double

+ y: double

+ toDelete: bool

+ playerNumber: int

+ update(): virtual void

+ move(): virtual void

+ setGraphics(): virtual void

+ putBomb(): virtual void

GMapObject

+ posX: int

+ posY: int

+ direction: int

+ pixmap: pix

+ pixItem: QGraphicsPixmapItem*

+ scene: static QGraphicsScene*

+ graphicsUpdate(): void

Bomboman

+ direction: void

+ directionChanged: bool

+ newDirection: int

+ playerNumber: int

+ score: int

+ speed: double

+ speed: double

+ nBombs: int

+ range: int

+ pbomb: bool

+ setGraphics(): void

+ move(): void

+ moveLeft(): void

Bomb

+ parentBomber: Bomboman*

+ counter: int

+ spreadFlame():void

+ update(): void

+ move(): void

+ putBomb(): void

Block

+ update(): void

+ move(): void

+ putBomb(): void

Flame

+ counter: int

+ update(): void

+ moveRight(): void

+ moveUp(): void

+ moveDown(): void

+ method(type): type

+ method(type): type

+ update(): void

+ putBomb(): void

+ updateCtrs(): void

+ consumeBonus(): void

+ meetFlame(): void

+ placeBomb(): void