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| mainwindow.cpp |
| public:  explicit MainWindow(QWidget \*parent = 0);  ~*MainWindow*();  void *showEvent*(QShowEvent \*);  bool *eventFilter*(QObject \*,QEvent \*event);  void *closeEvent*(QCloseEvent \*);  Bird \*birdie1;  Bird \*birdie2;  Bird \*birdie3;  Bird \*birdie4;  Bird \*birdie5;  Bird \*pigdie;  Bird \*stone1;  Bird \*stone2;  Bird \*stone3;  Bird \*stone4;  Bird \*stone5;  Bird \*stone6;  QPointF pt;  int b;  int turn;  int score;  signals:  // Signal for closing the game  void quitGame();  private slots:  void tick();  // For debug slot  void QUITSLOT();  void New();  void Quit();  void Score();  private:  Ui::MainWindow \*ui;  QGraphicsScene \*scene;  b2World \*world;  QList<int>randlist;  QList<Bird \*>birdlist;  QList<GameItem \*> itemList;  QTimer timer;  QTimer \*scoretimer;  QPushButton \*q\_button;  QPushButton \*n\_button;  QTextEdit \*text;  static QSizeF g\_worldsize,g\_windowsize; |

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| bird.cpp |
| public:  Bird(float x, float y, float radius, QTimer \*timer, QPixmap pixmap, b2World \*world, QGraphicsScene \*scene);  void setLinearVelocity(b2Vec2 velocity);  void mousePressEvent(QGraphicsSceneMouseEvent \*mouse);  virtual void *many*(){}; |

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| bird2.cpp |
| public:  bird2(float x, float y, float radius, QTimer \*timer, QPixmap pixmap, b2World \*world, QGraphicsScene \*scene);  virtual void *many*(); |

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| gameitem.cpp |
| public:  GameItem(b2World \*world);  b2Body \*g\_body;  QGraphicsPixmapItem g\_pixmap;  QSizeF g\_size;  ~*GameItem*();  static void setGlobalSize(QSizeF worldsize, QSizeF windowsize);  static QSizeF g\_worldsize, g\_windowsize;  public slots:  void paint();  // TODO virtual void collide();  protected:  b2World \*g\_world; |

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| land.cpp |
| public:  Land(float x, float y, float w, float h, QPixmap pixmap, b2World \*world, QGraphicsScene \*scene); |

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| speed.cpp |
| public:  Speed(float x, float y, float radius, QTimer \*timer, QPixmap pixmap, b2World \*world, QGraphicsScene \*scene);  void setLinearVelocity(b2Vec2 velocity);  void mousePressEvent(QGraphicsSceneMouseEvent \*mouse); |

遊戲方法 拿鳥撞豬

第一隻鳥:普通鳥

第二隻鳥:頑皮鳥

速度極快 很難控制但威力強

第三隻鳥:大隻鳥

很大隻

第四隻鳥:傲嬌鳥

怎麼拉都是自由落下

