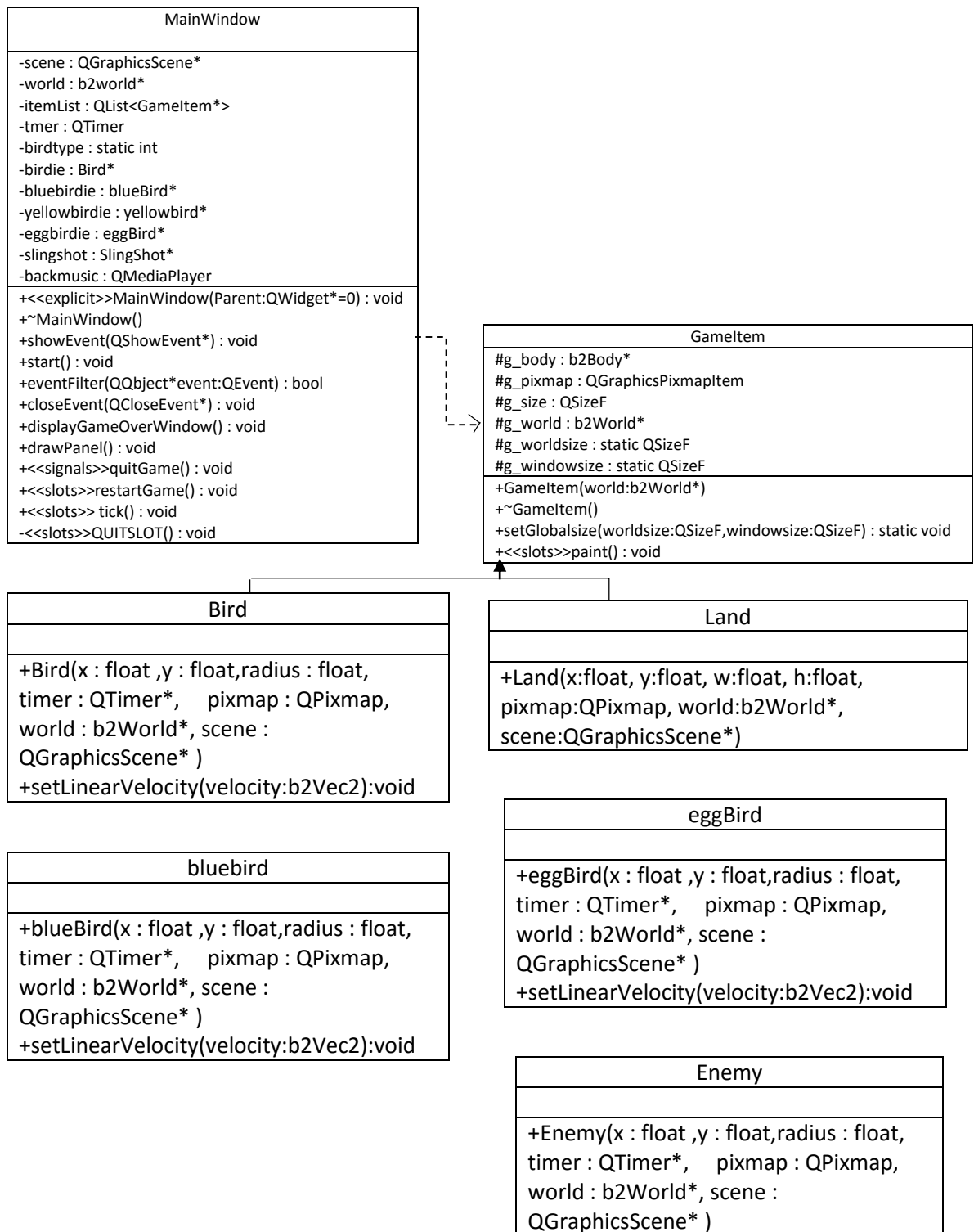
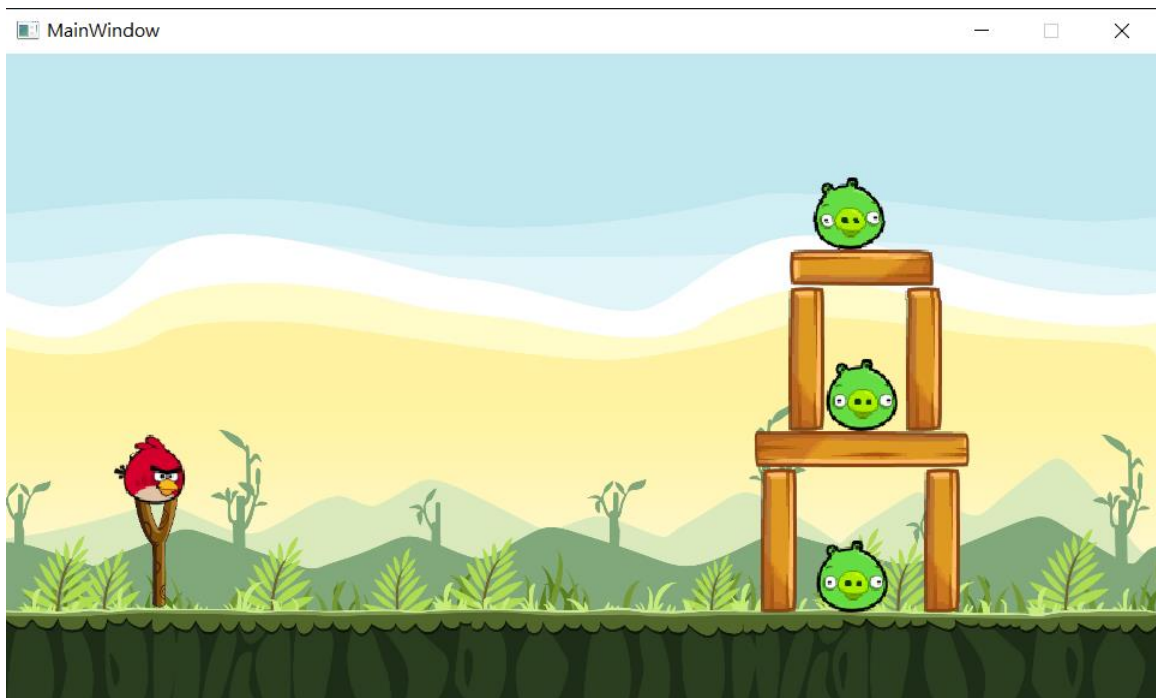


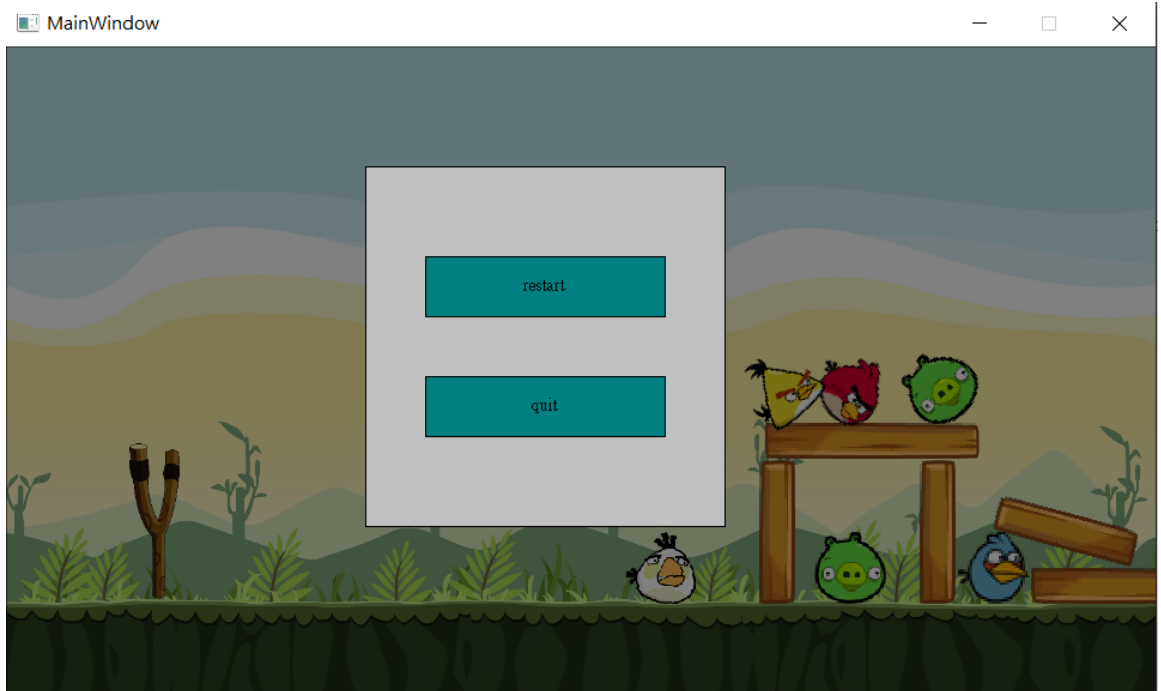
## 1. UML diagram



yellowbird	
+yellowBird(x : float ,y : float,radius : float, timer : QTimer*,    pixmap : QPixmap, world : b2World*, scene : QGraphicsScene* ) +setLinearVelocity(velocity:b2Vec2):void	
Block	
+Bock(x:float, y:float, w:float, h:float, pixmap:QPixmap, world:b2World*, scene:QGraphicsScene*)	
Button	
- text:QGraphicsTextItem* <constructor>+Button(name:QString, parent:QGraphicsItem*) +mousePressEvent(event: QGraphicsSceneMouseEvent*) + hoverEnterEvent(event: QGraphicsSceneHoverEvent*) + hoverLeaveEvent(event: QGraphicsSceneHoverEvent*)	
SlingShot	
<constructor>+SlingShot()	

## 2. Screen shot





### 3. How to play

按下滑鼠時會在彈弓出現鳥，放開時鳥會飛出去，按下空白鍵，四隻鳥有各自的功能  
四隻鳥發射完時遊戲結束。

紅色:沒有

藍色:分裂成 3 隻

黃色:加速

白色:下蛋

#### 4. Bonus

鳥發射時的音效

背景音樂