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UML:

|  |
| --- |
| MainWindow |
| + scene: QGraphicsScene\*  + music: QMediaPlayer\*  + don: QMediaPlayer\*  + ka: QMediaPlayer\*  + timer: QTimer\*  - ui: Ui::MainWindow\*  - time: int  - combo: int  - maxcombo: int  - goodcount: int  - okcount: int  - miscount: int  - score: int  - highscore: int  - success: int  - fail: int  - good: int  - ok: int |
| <<constructor>>+ MainWindow(parent: QWidget\*)  <<destructor>>+ MainWindow()  + open(): void  + game(): void  + gameover(): void  + scoreplus(): void  + goodshow(): void  + okshow(): void  + missshow(): void  + keyPressEvent(keyevent: QKeyEvent\*): void  - on\_startbtn\_clicked(): void  - on\_exitbtn\_clicked(): void  - on\_againbtn\_clicked(): void  - makedrum(): void  - timeElapse(): void  - waiting(): void  - del(): void |

|  |
| --- |
| Drum |
| - mode: int |
| <<constructor>>+ Drum(parent: QGraphicsItem\*)  + keyPressEvent(keyevent: QKeyEvent\*): void  + hitok(): void  + hitgood(): void  + miss(): void  - move():void |

|  |
| --- |
| ChooseMusic |
| - ui: Ui::ChooseMusic\* |
| <<constructor>>+ ChooseMusic(parent: QWidget\*)  <<destructor>>+ ChoosMusic()  - on\_music1\_clicked(): void  - on\_music2\_clicked(): void  - on\_music3\_clicked(): void  - on\_music4\_clicked(): void  - on\_music5\_clicked(): void |

關係圖：

main

繼承

QMainWindow

include

Drum.h

Choosemusic.h

Stdlib.h

<QMainWindow>

<QGraphicsScene>

<QMediaPlayer>

<QKeyEvent>

<QTimer>

使用

MainWindow

使用

mainwindow.h

<QDialog>

include

繼承

QObject

QGraphicsPixmapItem

include

繼承

QDialog

ChooseMusic

mainwindow.h

<QObject>

<QGraphicsPixmapItem>

<QGraphicsItem>

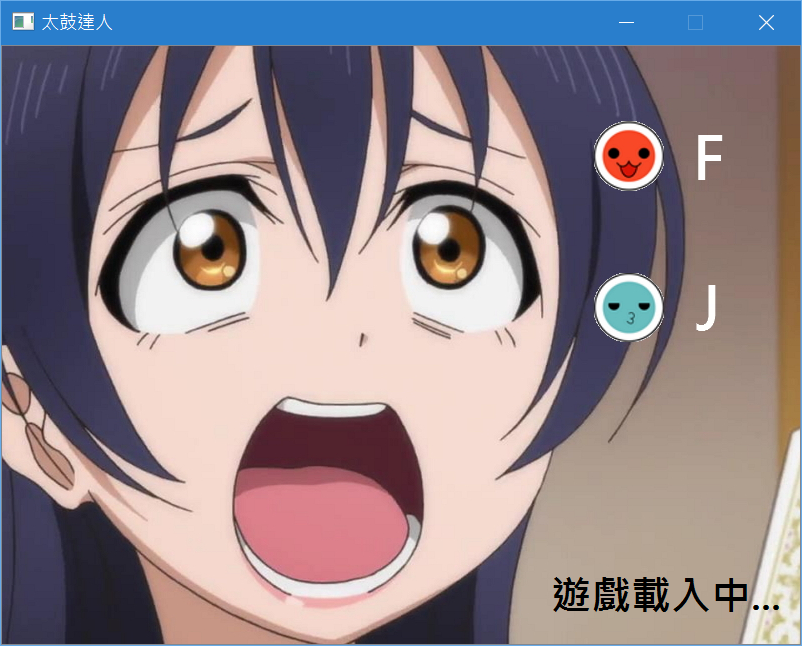
Drum

遊戲截圖：

1.登入畫面



2.載入畫面(等待5秒後進入選曲畫面)



3.選擇曲目(跳出對話框)



4.遊戲畫面



5.結算畫面(點擊再次遊戲返回選曲畫面)



遊戲方法：

 點擊F  點擊J

程式架構：

點擊再次遊戲

30秒結束

點擊曲目

等待5秒

點擊開始遊戲

開始畫面

結算畫面

載入畫面

選擇曲目

遊戲畫面