Project3 AngryBird

F74046496郭旻學

|  |
| --- |
| MainWindow |
| -scene: QGraphicsScene \*  -world: b2World\*  -itemList: QList<GameItem \*>  -timer: QTimer  -endButton: QPushButton \*  -endButton: QPushButton \*  -fly: bool  -skill: bool  -countdown: int  -xpos: float  -ypos: float |
| +<<explicit>>MainWindow(parent:QWidget \*=0): void  +~MainWindow()  +showEvent(QShowEvent\*): void  +eventFilter(QObject \*,event:QEvent): bool  +closeEvent(QCloseEvent\*): void  +setAndCreate();  +<<signals>> quitGame(): void  -<<slots>> tick() : void  -<<slots>> QUITSLOT() : void  -<<slots>> restart() : void  -<<slots>> endgame() : void |

|  |
| --- |
| GameItem |
| #g\_body: b2Body \*  #g\_pixmap: QGraphicsPixmapItem  #g\_size: QSizeF  #g\_world: b2World \*  #g\_worldsize: static QSizeF  #g\_windowsize: static QSizeF |
| +GameItem(world: b2World \*)  +~GameItem()  +setGlobalSize(worldsize:QSizeF,windowsize:QSizeF): static void  +<<slots>> paint() : void |

|  |
| --- |
| Bird |
| +Bird(x:float,y:float,radius:float,timer:QTimer \*,pixmap:QPixmap,world:b2World \*,scene:QGraphicsScene \* )  +setLinearVelocity(velocity:b2Vec2):void  +yellow():void  +green():void  +grey():void |

|  |
| --- |
| Land |
| +Land(x:float,y:float,w:float,h:float,pixmap:  QPixmap,world:b2World\*,scene:QGraphics  Scene \*) |

|  |
| --- |
| Slingshot |
| +Slingshot(x:float,y:float,w:float,h:float,pixmap:  QPixmap,world:b2World\*,scene:QGraphics  Scene \*) |

|  |
| --- |
| Wood |
| +Wood(x:float,y:float,w:float,h:float,pixmap:  QPixmap,world:b2World\*,scene:QGraphics  Scene \*) |

|  |
| --- |
| Pig |
| +Pig(x:float,y:float,w:float,h:float,pixmap:  QPixmap,world:b2World\*,scene:QGraphics  Scene \*) |