



程式結構:

首先main 呼叫mainwindow出來後，視窗直接進入mainwindow中，城市中最主要有兩個物件，一是撞到會動像鳥一樣，一個是地板，撞到後被反彈，不同種類的鳥，繼承原本同一隻的性質，造成多型

如何操作呢?

點後就直接進入遊戲喔

拖曳滑鼠選擇要射擊的方向

按下s鍵還能有特殊功能喔

UML圖

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| **GameItem** |
| QSizeF g\_size;  b2World \*g\_world;  static QSizeF g\_worldsize, g\_windowsize;  +b2Body \*g\_body;  +QGraphicsPixmapItem g\_pixmap; |
| +void paint();  GameItem(b2World \*world);  +~GameItem();  +static void setGlobalSize(QSizeF worldsize, QSizeF windowsize); |

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| **Bird** |
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| +Bird(float x, float y, float radius, QTimer \*timer, QPixmap pixmap, b2World \*world, QGraphicsScene \*scene);  +setLinearVelocity(b2Vec2 velocity);  +setTransform(const b2Vec2& position, float32  angle); |

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| **Yellow** |
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| +Yellow(float x, float y, float radius, QTimer \*timer, QPixmap pixmap, b2World \*world, QGraphicsScene \*scene);  + show(); |

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| **White** |
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| +White(float x, float y, float radius, QTimer \*timer, QPixmap pixmap, b2World \*world, QGraphicsScene \*scene);  +showt(); |

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| **GameItem** |
| QSizeF g\_size;  b2World \*g\_world;  static QSizeF g\_worldsize, g\_windowsize;  +b2Body \*g\_body;  +QGraphicsPixmapItem g\_pixmap; |
| +void paint();  GameItem(b2World \*world);  +~GameItem();  +static void setGlobalSize(QSizeF worldsize, QSizeF windowsize); |

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| **Wood** |
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| +Wood(float x, float y, float w,float h, QTimer \*timer, QPixmap pixmap, b2World \*world, QGraphicsScene \*scene);  + setLinearVelocity(b2Vec2 velocity); |

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| **Land** |
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| +Land(float x, float y, float w, float h, QPixmap pixmap, b2World \*world, QGraphicsScene \*scene); |

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| **Mainawindow** |
| +Bird \*birdie;  +Bird \*piggy;  +Bird \*birdies;  +Bird \*birdiee;  +Bird \*birdiees;  +Bird \*bomb;  +Bird \*egg;  +Yellow \*yellowbird;  +Yellow \*yellowbirds;  +White \*whitebird;  +White \*whitebirds;  +QPushButton \*m\_button;  +int press;  +Int count;  +int x0;  +int y0;  +int k;  +int j;  +bool a  +bool b  +bool c  +bool d  Ui::MainWindow \*ui;  -QGraphicsScene \*scene;  -b2World \*world;  -QList<GameItem \*> itemList;  -QTimer timer; |
| -tick();  -QUITSLOT();  -handleButton();  -GetLinearVelocity();  - quitGame(); |