|  |
| --- |
| MainWindow |
| scene:QGraphicsScene\*  world:b2world\*  item:QList<game\_item \*>  timer:QTimer\*  scoreboard:QLebel\*  bbird[4]:bird\*  ppig[2]:pig\*  left\_button\_count,right\_button\_count,num,score:int  start\_1,start\_2,step\_1,step\_2,pig\_1,pig\_2,end\_1,end\_2:float  skill\_status,ready\_shoot,mouse\_move,kill\_1,kill\_2:bool |
| MainWindow(QWidget \*parent = 0); :explist  *showEvent*(QShowEvent \*); :void  *eventFilter*(QObject \*,QEvent \*event); :bool  *closeEvent*(QCloseEvent \*); :void  quit\_game(); :void  tick(); :void  QUITSLOT(); :void  restart\_game(); :void  exit\_game(); :void |

|  |
| --- |
| game\_item |
| g\_body:b2Body\*  g\_pixmap:QGraphicsPixmapItem  g\_size:QSizeF  g\_world:b2World\*  g\_worldsize,g\_windowsize:QSizeF |
| game\_item(b2World\*world);~game\_item()  set\_global\_size(QSizeF worldsize, QSizeF windowsize); :void |

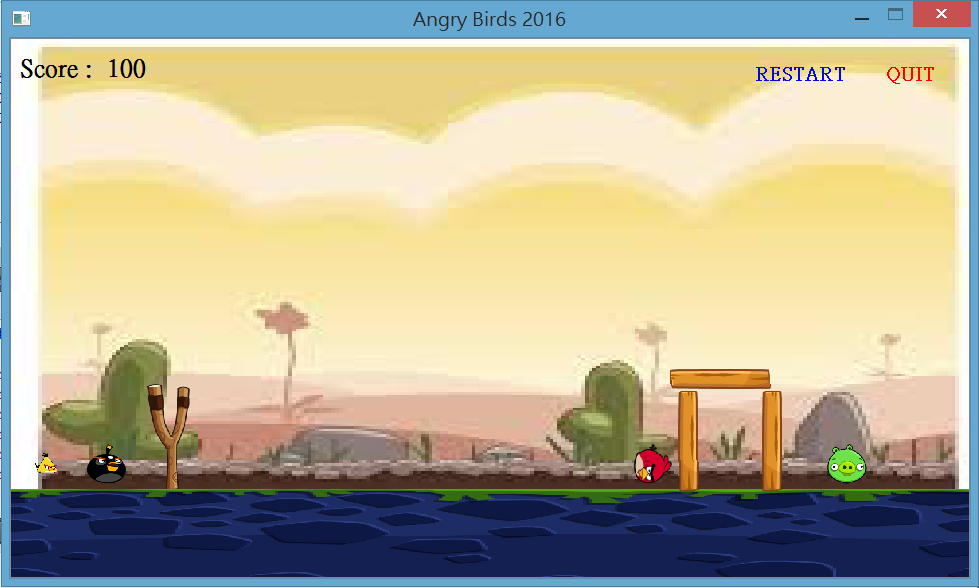
|  |
| --- |
| pig |
| pig(float x, float y, float radius, QTimer \*timer, QPixmap pixmap, b2World \*world, QGraphicsScene \*scene); :void  get\_linear\_velocity(); :b2Vec2 |

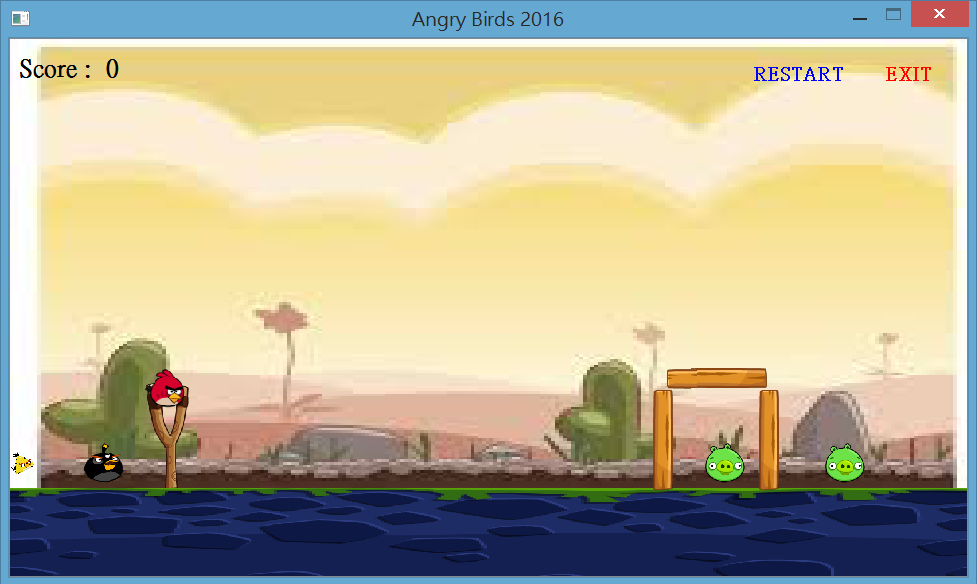
|  |
| --- |
| wood |
| wood(float x, float y, float w, float h, QTimer \*timer, QPixmap pixmap, b2World \*world, QGraphicsScene \*scene); |

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

|  |
| --- |
| bird |
| bird\_1,bird\_2,bird\_3,bird\_4 |
| bird(float x, float y, float radius, QTimer \*timer, QPixmap pixmap, b2World \*world, QGraphicsScene \*scene);  set\_linear\_velocity(b2Vec2 velocity); :void  set\_transform(b2Vec2 loc, float angle); :void  get\_linear\_velocity(); :b2Vec2  get\_position(); :b2Vec2  *skill*() = 0; :virtual void |

遊戲截圖





遊戲方法:

點擊左鍵並按住拖曳以移動鳥身蓄力，鬆開即可彈出，在點擊右鍵可施方小鳥技能。擊殺豬可得100分，遊戲結束尚有小鳥存活可得500分