pd2-Taiko Report F74044046 蕭佑永

UML class diagram:

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| StartWindow |
| -GameInfo : GameWindow \* |
| +StartWindow(parent=0 : QWidget \*) :  +~ StartWindow() :  +Start\_GameMode() : void |

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| --- |
| GameWindow |
| +a : int  +b: int  + drum, forKeyuse: Drum \*  + view: QGraphicsView \*  + rect: QGraphicsRectItem \*  + scene: QGraphicsScene \*  + score: Score \*  + Countdown, timer: QTimer \*  + BackGround\_Path, Drum1\_Path, Drum2\_Path: QString  + TimeCount, ScoreCount, timeRemain, LastScore, BackGround: QLabel \* |
| +GameWindow(parent=0 : QWidget \*) :  +~ GameWindow() :  +CountDown() : void  +EndGame() : void |

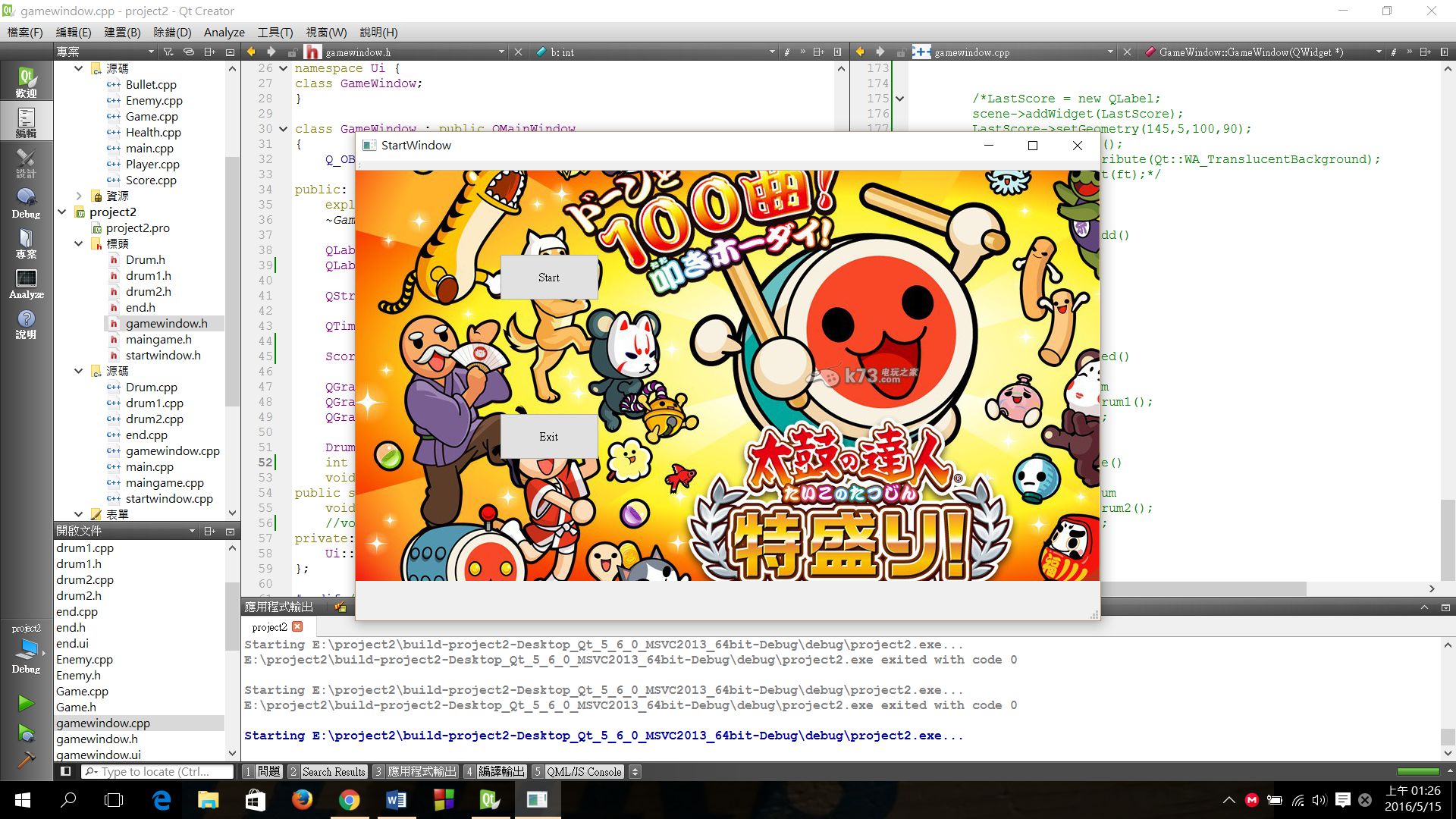
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| --- |
| End |
|  |
| +End(parent=0 : QWidget \*) :  +~ End() :  +restart() : void |

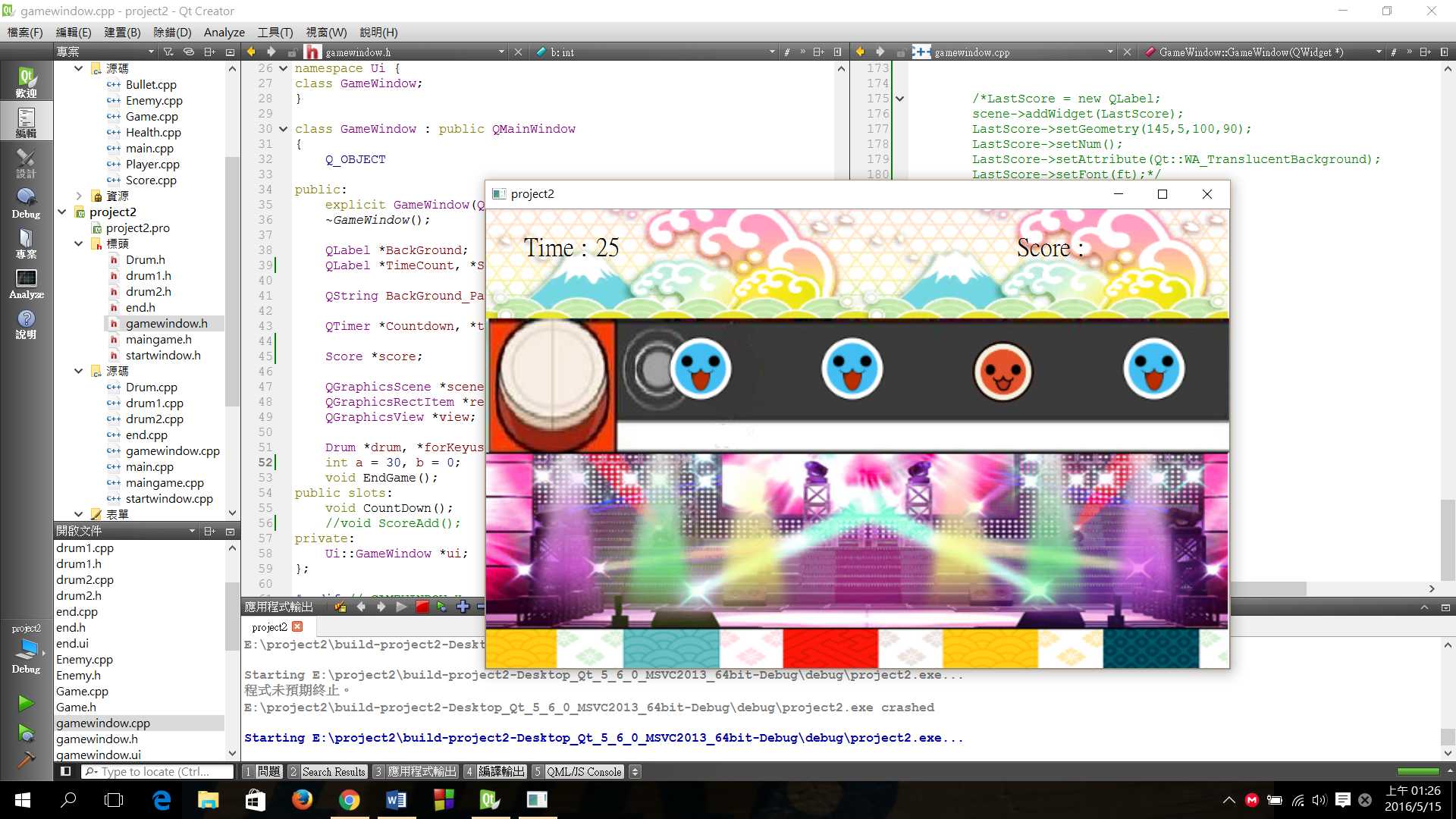
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| --- |
| Drum2 |
| + Drum2\_Path: QString |
| + Drum2 (parent=0 : QWidget \*) :  +~ Drum2 () :  +restart() : void |

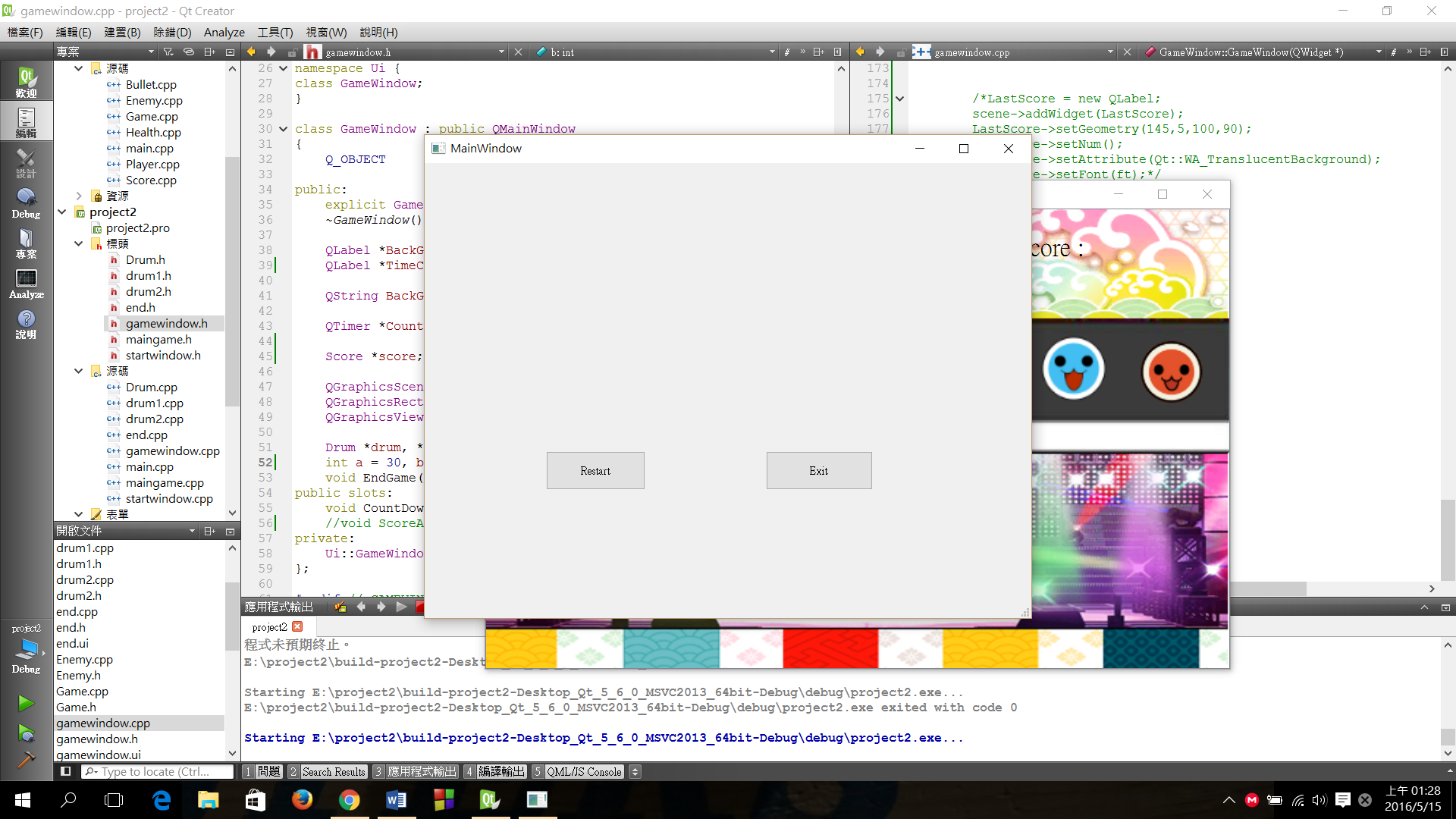
|  |
| --- |
| Drum1 |
| + Drum2\_Path: QString  - Score: int |
| + increase(): void  + getScore(): int |

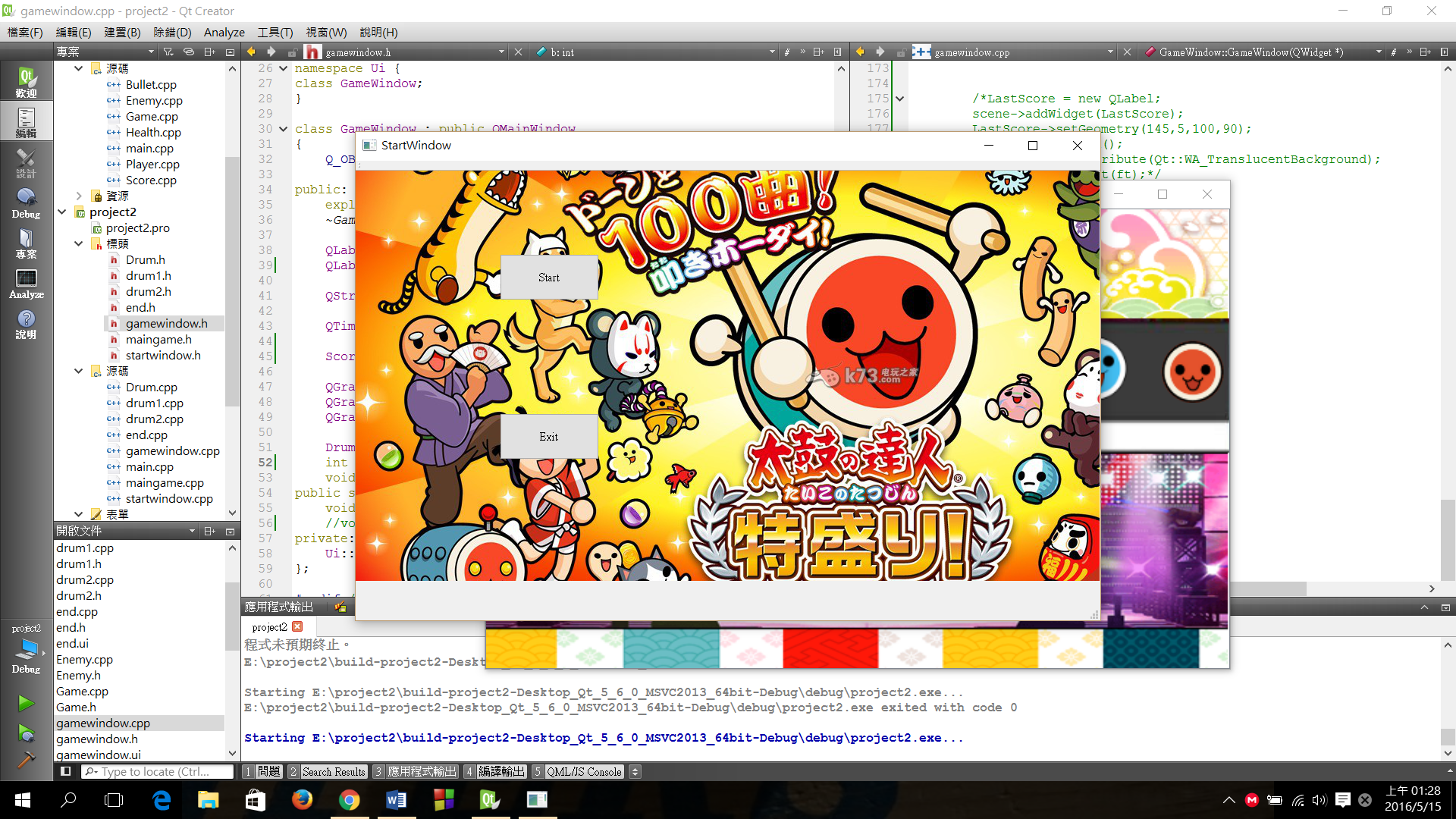
|  |
| --- |
| Drum |
| + Drum2\_Path: QString |
| + move(): void  + spawn(): void  + *keyPressEvent*(event: QKeyEvent \*): void  + Drumtype: int  + timer2: QTimer \*  + Drum1\_Path,Drum2\_Path: QString |

Screen shot:









How to play:

按J可以消掉紅色鼓，按K可以消掉藍色鼓。在30秒內盡量把每一個鼓都消除！消除一個可以得一分。

Program architecture:

從StartWindow中的Start按鈕可連結到GameWindow，在GameWindow中是做對畫面的設定，在End中是做結算視窗的Restart跟Exit，Drum1是在做計算分數的部分，Drum中是在做鼓的生成和移動以及消除。