//maps a class\_id to the path of the image to display for objects of that class

QMap<int, QMap<QString, QPixmap>> pixmap\_images =

{

{-1, {

{"left", QPixmap::fromImage(QImage("://Images/Clipart\_worm\_left.png").scaled(QSize(32,32)))},

{"right", QPixmap::fromImage(QImage("://Images/Clipart\_worm\_right.png").scaled(QSize(32,32)))}}

},

{0, {

{"left", QPixmap::fromImage(QImage("://Images/Grenade.png").scaled(QSize(20,20)))},

{"right", QPixmap::fromImage(QImage(""))}}

},

{7, {

{"left", QPixmap::fromImage(QImage("://Images/Clipart\_weapon\_7\_left.png").scaled(QSize(20,20)))},

{"right", QPixmap::fromImage(QImage(("")))}}

},

{13, {

{"left", QPixmap::fromImage(QImage("://Images/Clipart\_weapon\_13\_left.png").scaled(QSize(20,20)))},

{"right", QPixmap::fromImage(QImage(("")))}}

},

{4, {

{"left", QPixmap::fromImage(QImage(("://Images/Bazooka\_left.png")))},

{"right", QPixmap::fromImage(QImage(("://Images/Bazooka\_right.png")))}}

},

{2, {

{"left", QPixmap::fromImage(QImage(("://Images/Bat\_left.png")))},

{"right", QPixmap::fromImage(QImage(("://Images/Bat\_right.png")))}}

},

{3, {

{"left", QPixmap::fromImage(QImage(("://Images/Boxing\_left.png")))},

{"right", QPixmap::fromImage(QImage(("://Images/Boxing\_right.png")))}}

}

};

enum {

class\_worm\_id=-1,

class\_projectile\_grenade\_id=0, //weapon\_id for grenade = 0

class\_projectile\_shot\_id=1, //weapond\_id for shot = 1

class\_projectile\_bat\_id = 2,

class\_projectile\_boxing\_id = 3,

class\_projectile\_bazooka\_id = 4,

class\_projectile\_dynamite\_id=7, //weapon\_id for dynamite = 7

class\_projectile\_rocket\_id=13 //id for rocket (bazooka projectile) = 13

};

//maps the name of each spritesheet to the set of corresponding frames

//1 maps to the collection of frames (QPixmap) showing the worm dying in an explosion

//2 maps to the collection of frames (QPixmap) showing an explosion

//3 maps to the collection of frames (QPixmap) showing the worm moving right

//4 maps to the collection of frames (QPixmap) showing the worm moving left

//5 maps to the collection of frames (QPixmap) showing the explosion of the blue grenade

//6 maps to the collection of frames (QPixmap) showing the explosion of the green grenade

//7 maps to the collection of frames (QPixmap) showing the explosion of the red grenade

QMap<int, QVector<QPixmap>> spritesheets =

{

{1, {QPixmap::fromImage(QImage("://Images/Dying worm version 6/Frames right/Dying worm version 6-1.tiff").scaled(QSize(32,32))),

QPixmap::fromImage(QImage("://Images/Dying worm version 6/Frames right/Dying worm version 6-2.tiff").scaled(QSize(32,32))),

QPixmap::fromImage(QImage("://Images/Dying worm version 6/Frames right/Dying worm version 6-3.tiff").scaled(QSize(32,32))),

QPixmap::fromImage(QImage("://Images/Dying worm version 6/Frames right/Dying worm version 6-4.tiff").scaled(QSize(32,32))),

QPixmap::fromImage(QImage("://Images/Dying worm version 6/Frames right/Dying worm version 6-5.tiff").scaled(QSize(32,32))),

QPixmap::fromImage(QImage("://Images/Dying worm version 6/Frames right/Dying worm version 6-6.tiff").scaled(QSize(32,32))),

QPixmap::fromImage(QImage("://Images/Dying worm version 6/Frames right/Dying worm version 6-7.tiff").scaled(QSize(32,32))),

QPixmap::fromImage(QImage("://Images/Dying worm version 6/Frames right/Dying worm version 6-8.tiff").scaled(QSize(32,32))),

QPixmap::fromImage(QImage("://Images/Dying worm version 6/Frames right/Dying worm version 6-9.tiff").scaled(QSize(32,32))),

QPixmap::fromImage(QImage("://Images/Dying worm version 6/Frames right/Dying worm version 6-10.tiff").scaled(QSize(32,32))),

QPixmap::fromImage(QImage("://Images/Dying worm version 6/Frames right/Dying worm version 6-11.tiff").scaled(QSize(32,32))),

QPixmap::fromImage(QImage("://Images/Dying worm version 6/Frames right/Dying worm version 6-12.tiff").scaled(QSize(32,32))),

QPixmap::fromImage(QImage("://Images/Dying worm version 6/Frames right/Dying worm version 6-13.tiff").scaled(QSize(32,32))),

QPixmap::fromImage(QImage("://Images/Dying worm version 6/Frames right/Dying worm version 6-14.tiff").scaled(QSize(32,32)))}

},

{2, {QPixmap::fromImage(QImage("://Images/Explosions/Explosion 1 frames/Explosion 1-1.tiff").scaled(QSize(32,32))),

QPixmap::fromImage(QImage("://Images/Explosions/Explosion 1 frames/Explosion 1-2.tiff").scaled(QSize(32,32))),

QPixmap::fromImage(QImage("://Images/Explosions/Explosion 1 frames/Explosion 1-3.tiff").scaled(QSize(32,32))),

QPixmap::fromImage(QImage("://Images/Explosions/Explosion 1 frames/Explosion 1-4.tiff").scaled(QSize(32,32))),

QPixmap::fromImage(QImage("://Images/Explosions/Explosion 1 frames/Explosion 1-5.tiff").scaled(QSize(32,32))),

QPixmap::fromImage(QImage("://Images/Explosions/Explosion 1 frames/Explosion 1-6.tiff").scaled(QSize(32,32))),

QPixmap::fromImage(QImage("://Images/Explosions/Explosion 1 frames/Explosion 1-7.tiff").scaled(QSize(32,32))),

QPixmap::fromImage(QImage("://Images/Explosions/Explosion 1 frames/Explosion 1-8.tiff").scaled(QSize(32,32))),

QPixmap::fromImage(QImage("://Images/Explosions/Explosion 1 frames/Explosion 1-9.tiff").scaled(QSize(32,32))),

QPixmap::fromImage(QImage("://Images/Explosions/Explosion 1 frames/Explosion 1-10.tiff").scaled(QSize(32,32))),

QPixmap::fromImage(QImage("://Images/Explosions/Explosion 1 frames/Explosion 1-11.tiff").scaled(QSize(32,32))),

QPixmap::fromImage(QImage("://Images/Explosions/Explosion 1 frames/Explosion 1-12.tiff").scaled(QSize(32,32)))}

},

{3, {QPixmap::fromImage(QImage("://Images/Worm moving version 5 three frames 0.15 sec/Frames worm moving right/Worm moving version 5 right-1.tiff").scaled(QSize(32,32))),

QPixmap::fromImage(QImage("://Images/Worm moving version 5 three frames 0.15 sec/Frames worm moving right/Worm moving version 5 right-1.tiff").scaled(QSize(32,32))),

QPixmap::fromImage(QImage("://Images/Worm moving version 5 three frames 0.15 sec/Frames worm moving right/Worm moving version 5 right-1.tiff").scaled(QSize(32,32))),

QPixmap::fromImage(QImage("://Images/Worm moving version 5 three frames 0.15 sec/Frames worm moving right/Worm moving version 5 right-1.tiff").scaled(QSize(32,32)))}

},

{4, {QPixmap::fromImage(QImage("://Images/Worm moving version 5 three frames 0.15 sec/Frames worm moving left/Worm moving version 5 left-1.tiff").scaled(QSize(32,32))),

QPixmap::fromImage(QImage("://Images/Worm moving version 5 three frames 0.15 sec/Frames worm moving left/Worm moving version 5 left-1.tiff").scaled(QSize(32,32))),

QPixmap::fromImage(QImage("://Images/Worm moving version 5 three frames 0.15 sec/Frames worm moving left/Worm moving version 5 left-1.tiff").scaled(QSize(32,32))),

QPixmap::fromImage(QImage("://Images/Worm moving version 5 three frames 0.15 sec/Frames worm moving left/Worm moving version 5 left-1.tiff").scaled(QSize(32,32)))}

},

{5, {QPixmap::fromImage(QImage("://Images/Grenades exploding/Blue Grenade Exploding frames/Blue 1.png").scaled(QSize(32,32))),

QPixmap::fromImage(QImage("://Images/Grenades exploding/Blue Grenade Exploding frames/Blue 2.png").scaled(QSize(32,32))),

QPixmap::fromImage(QImage("://Images/Grenades exploding/Blue Grenade Exploding frames/Blue 3.png").scaled(QSize(32,32))),

QPixmap::fromImage(QImage("://Images/Grenades exploding/Blue Grenade Exploding frames/Blue 4.png").scaled(QSize(32,32)))}

},

{6, {QPixmap::fromImage(QImage("://Images/Grenades exploding/Green Grenade Exploding frames/Green 1.png").scaled(QSize(32,32))),

QPixmap::fromImage(QImage("://Images/Grenades exploding/Green Grenade Exploding frames/Green 2.png").scaled(QSize(32,32))),

QPixmap::fromImage(QImage("://Images/Grenades exploding/Green Grenade Exploding frames/Green 3.png").scaled(QSize(32,32))),

QPixmap::fromImage(QImage("://Images/Grenades exploding/Green Grenade Exploding frames/Green 4.png").scaled(QSize(32,32)))}

},

{7, {QPixmap::fromImage(QImage("://Images/Grenades exploding/Red Grenade Exploding frames/Red 1.png").scaled(QSize(32,32))),

QPixmap::fromImage(QImage("://Images/Grenades exploding/Red Grenade Exploding frames/Red 2.png").scaled(QSize(32,32))),

QPixmap::fromImage(QImage("://Images/Grenades exploding/Red Grenade Exploding frames/Red 3.png").scaled(QSize(32,32))),

QPixmap::fromImage(QImage("://Images/Grenades exploding/Red Grenade Exploding frames/Red 4.png").scaled(QSize(32,32)))}

}

//to complete the code above (from line 81) and to have the corresponding frames displayed properly:

//1. create a function that is called when the worm dies and iterates over the frames showing the worm dying

// (namely spritesheet(1)) and displays them one by one where the worm was right before dying.

//2. create a function that is called when there is an explosion (weapons etc) and iterates over the frames showing the explosion

// (namely spritesheet(2)) and displays them one by one where the explosion should take place.

//3. create a function that is called when the worm moves right and iterates over the frames showing the worm moving

// right (namely spritesheet(3)) and displays them one by one where the worm is at each point.

//4. create a function that is called when the worm moves left and iterates over the frames showing the worm moving

// left (namely spritesheet(4)) and displays them one by one where the worm is at each point.

//5. create a function that is called when the blue grenades explodes and iterates over the frames showing the the blue grenade exploding

// (namely spritesheet(5)) and displays them one by one where the blue grenade should explode.

//6. create a function that is called when the green grenades explodes and iterates over the frames showing the the green grenade exploding

// (namely spritesheet(6)) and displays them one by one where the green grenade should explode.

//7. create a function that is called when the red grenades explodes and iterates over the frames showing the the red grenade exploding

// (namely spritesheet(7)) and displays them one by one where the red grenade should explode.

};

QVector<QGraphicsPixmapItem\*> pixmap\_items;