MainWindow

-scene: QGraphicsScene*

-world: b2World*

-itemList: QList<GameItem*>

-birdList QList<Bird*>

-pig1: Pig* -timer: QTimer

-shooter: QGraphicsPixmapItem -endof game: QGraphicsPixmapItem

-bird count: int -shoot_b: bool -ready b: bool -moved_b: bool -set_newB: bool -stopped: bool -game over: bool -ini x: float -ini_y: float

-end x: float -end y: float -score: static int

+<<explicite>> MainWindow(parent: QWidget* =0)

+~MainWindow()

+showEvent(QShowEvent*): void +closeEvent(QCloseEvent*): void

+eventFilter(QObject*, event: QEvent): bool

+genBird(): void

+<<static>>addScore(): void +<<signals>> quitGame(): void

-<<slots>>tick(): void

-<<slots>>QUITSLOT(): void

<<abstract>> Gameltem

+show b: bool #g size: QSizeF

#g_world: static b2World* #g_worldsize: static QSizeF #g_windowsize: static QSizeF

+GameItem(world: b2World*)

+virtual~GameItem()

+setGlobalSize(worldsize: QsizeF,windowsize:QsizeF)

+<<slots>> paint(): void +virtual charldentify(): void +virtual hitEffect(): void

Land

#scene_L: QGraphicsScene*

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

+virtual ~Land() +charldentiify(): int +hitEffetc(): void

Pig

-been hit: bool -hit_by_wood: int #timer p: QTimer*

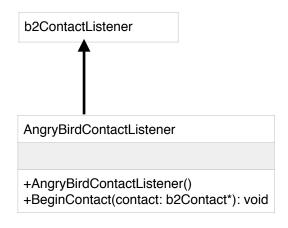
#scene_p: QGraphicsScene*

#pic_path: QSring

+Pig(x: float,y: float, radius: float, timer:QTimer*,world: b2World*, scene: QGraphicsScene)

+virtual ~Pig() +charldentify(): int +hitEffect(): void +hitByWood(): void +beenHit(): bool

Wood #scene w: QGraphicsScene* #timer w: QTimer* +Wood(x: float, y: float, w: float, h: float, timer: QTimer*,world: b2World*, scene: QGraphicsScene) +virtual ~Wood() +charldentiify(): int +hitEffetc(): void WoodBar +WoodBar(x: float, y: float, w: float, h: float, timer: QTimer*,world: b2World*, scene: QGraphicsScene) +virtual ~Wood() <<abstract>> Bird -been hit: bool #timer_b: QTimer* #scene b: QGraphicsScene* +pic_path: QSring +Bird(x: float, y: float, radius: float, timer:QTimer*,world: b2World*, scene: QGraphicsScene) +virtual ~Bird() +charldentify(): int +hitEffect(): void +virtual showFeature(): void +setLinearVelocity(velocity: b2Vec2): void GreenBird +GreenBird(x: float, y: float, w: float, h: float, timer: QTimer*,world: b2World*, scene: QGraphicsScene) +virtual ~GreenBird() +showFeature(): void RedBird +RedBird(x: float, y: float, w: float, h: float, timer: QTimer*,world: b2World*, scene: QGraphicsScene) +virtual ~GreenBird() +showFeature(): void YellowBird +GreenBird(x: float, y: float, w: float, h: float, timer: QTimer*,world: b2World*, scene: QGraphicsScene) +virtual ~GreenBird() +showFeature(): void BlueBird -copy1: RedBird* -copy2: RedBird* -radius b: float -been show: bool +GreenBird(x: float, y: float, w: float, h: float, timer: QTimer*,world: b2World*, scene: QGraphicsScene) +virtual ~GreenBird() +showFeature(): void



How To Play:

- (1) 用滑鼠抓住彈弓上的鳥,向後拉。 (2) 滑鼠放開,鳥會發射出去
- (3) 點擊下一隻彈弓上的鳥將其射出,或是點擊其他地方(彈弓上的鳥以外的地方皆可),可以觸發飛 行中的鳥的技能。
- (4) 過關目標以擊種綠色的豬為主,豬一旦被鳥擊中、或是被周圍倒塌的建物撞到數次後,將死亡, 並且遊戲結束。
- (5) 若是在沒有擊中豬的條件下將全部(五隻)鳥都發射完畢,則遊戲也會結束。

鍵盤指引:

(a)Key E: 結束遊戲(關閉視窗)

(b)Key R: 重新開始

(c)Key T:遊戲暫停/繼續