

## Project 2-Taiko Master Report

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### **Bigi(inherit QGraphicsPixmapItem)**

**<<constructor>> +Bigi()**

**+advance(phase: int)**

**+setSpeed(speed: int)**

**+x\_speed: int**

### **Button(inherit QGraphicsPixmapItem)**

**<<constructor>> +Button()**

### **Clock(inherit QGraphicsPixmapItem)**

**<<constructor>> +Clock()**

### **Cntdwn(inherit QGraphicsTextItem)**

**<<constructor>> +Cntdwn()**

**+sec: int**

### **Cntdwn(inherit QGraphicsTextItem)**

**<<constructor>> +Cntdwn()**

**+sec: int**

**Instr(inherit QGraphicsPixmapItem)**

**<<constructor>> +Instr()**

**Lol\_face(inherit QGraphicsPixmapItem)**

**<<constructor>> +Lol\_face()**

**Mash\_pt(inherit QGraphicsPixmapItem)**

**<<constructor>> +Mash\_pt()**

**Rail(inherit QGraphicsPixmapItem)**

**<<constructor>> +Rail()**

**Scene(inherit QGraphicsPixmapItem)**

```
<<constructor>> +Scene()
    +init()
    +bgChange()
    +bgResult()
    +resultToMenu()
    +gameInit()
    +mousePressEvent(event:
QGraphicsSceneMouseEvent *)
    +geneBigi()
    +keyPressEvent(event: QKeyEvent *)
+ keyReleaseEvent(event: QKeyEvent *)
```

```
+btn_start: Button*
    +btn_w_start: int
    +btn_h_start: int
    +btn_exit: Button*
    +btn_w_exit: int
    +btn_h_exit: int
    btn_restart: Button*
    btn_w_restart: int
```

**btn\_h\_restart: int**

**btn\_exit\_Last: Button\***

**btn\_w\_exitLast: int**

**btn\_h\_exitLast: int**

**lol\_face: Lol\_face\***

**rail: Rail\***

**mash: Mash\_pt\***

**madIn: Bigi\***

**hornyIn: Bigi\***

**laughIn: Bigi\***

**cryIn: Bigi\***

**s: Instr\***

**d: Instr\***

**k: Instr\***

**l: Instr\***

**clock: Clock\***

**scoreboard: Score\***

**score\_logo: QGraphicsPixmapItem\***

**finalScore: Score\***

```
    bigi_list_cnt: int
    bigi_list: QList<Bigi*>
    rand_list: QList<int>
    cntdwn_list: QList<Cntdwn*>
    cntdwn_num: Cntdwn*
    i: int
    gametimer: QTimer*
    cntdwnTmr: QTimer*
    screenMode: int
    wrong: QSound*
    gayee: QSound*
    gotcha: QSound*
    headshot: QSound*
    bgm: QSound*
    +secDecrease()
```

**Score(inherit QGraphicsTextItem)**

**<<constructor>>+Score()**

**+increase()**

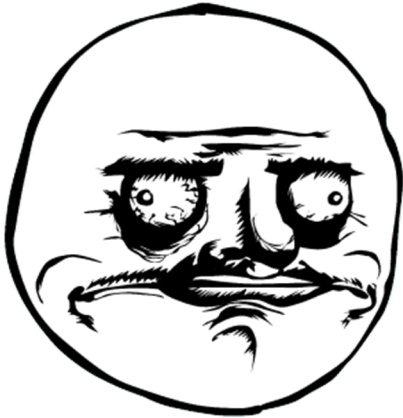
**+relativeNum: int**

**+score: int**

## How To Play

There Are Four kinds of faces for the player to eliminate: The mad face, the horny face, the laugh face, and the cry face.

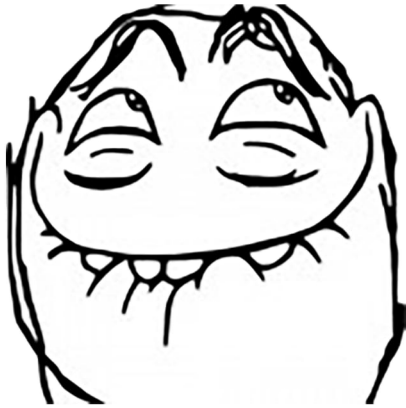
Mad Face:



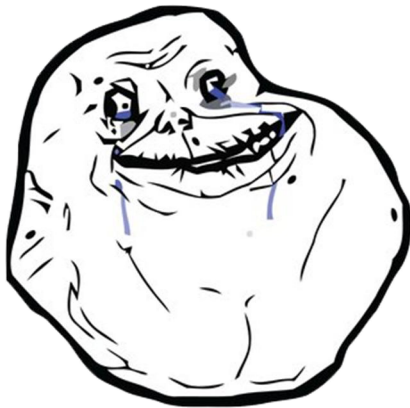
Horny Face:



Laugh Face:



Cry Face:



This is the start window:



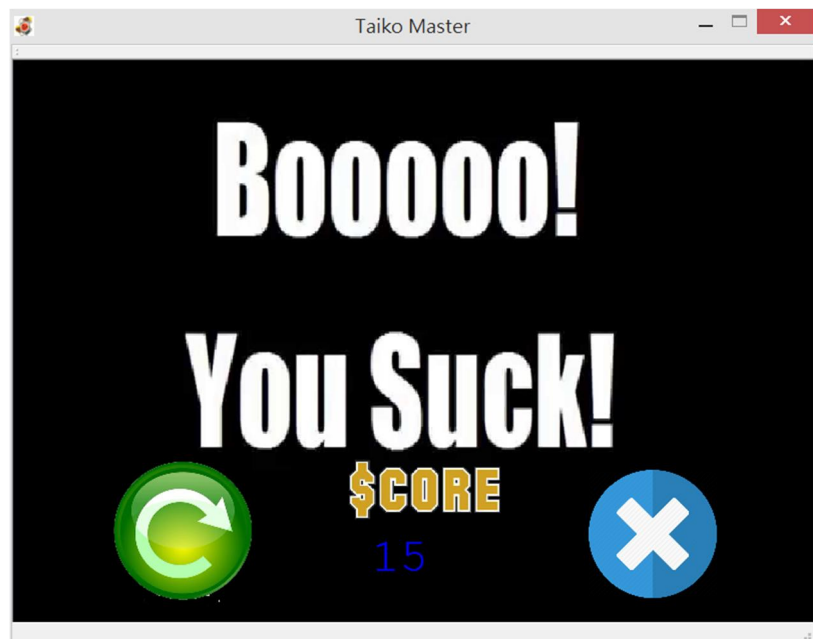
Press the white play button to start, press the black exit button to exit.

To eliminate mad face, press 'S' key, to eliminate horny face, press 'D' key, to eliminate laugh face, press 'K' key, to eliminate cry face, press 'L' key.

P.S: You need to wait until these faces are in the blue “mash-point” range then press the keys mentioned above to eliminate the faces.



If your score is under 40, then we get this result window



If your score is above 40, then we get this result window





press the green button to restart game, press the blue button to exit

## Program Architecture

