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| MainWindow |
| -scene : QGraphicScene \*  -world: b2World \*  -itemList:QList<GameItem \*>  -timer:QTimer  -score : int  -count\_birdie:int  -Mode : int  Ifshoot:bool  -X:float  -Y:float  +scoreboard :QLabel  +report:QTextStream  +birdie1:Bird \*  +birdie2:Bird \*  +birdie3:Bird \*  +birdie4:Bird \*  +birdie5:Bird \*  +piggy2:pig\*  +piggy3:pig\*  +piggy4:pig\*  +piggy5:pig\*  +piggy6:pig\* |
| +<<explicit>> MainWindow(parentLQWidget \*=0):void  +~MainWindoe()  +showEvent(QShowEvent\*):void  +eventFilter(QObject \*,event:QEvent):bool  +closeEvent(QCloseEvent\*):void  +restartGame():void  +BeginContact(contact:b2Contact \*):void  +EndContact(contact:b2Contact \*):void  +<<signals>>quitgame:void  -<<slots>>tick():void  -<<slots>>QUITSLOT():void |

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| MyContactListener |
| +MyContactListener()  +BeginContact(b2Contact\*):virtual void  +EndContact(b2Contact\*):virtual void |

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| GameItem |
| #g\_body:b2Body \*  #g\_pixmap:QGraphicsPixMapItem  #g\_size:QSizeF  #g\_world:b2World\*  #g\_worldsize: static QSizeF  #g\_windowsize: static QSizeF  +num\_collideA : int  +num\_collideB:int |
| +GameItem(world:b2World \*)  +~GameItem()  +setGlobalSize(worldsize:QSizeF,windowsize:QSizeF): static void  +get\_numCollideA():int  +set\_numCollideA():void  +<<slots>> paint():void |

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| Wood |
| +wood(x:float , y:float,w: float, h:float , pixmap:QPixmap ,world:b2World\* , scene:QGraphicsScene\*) |
| +collide():virtual void |

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| Obstacle\_rotate |
| +Obstacle\_rotate(x:float , y:float,w: float, h:float , pixmap:QPixmap ,world:b2World\* , scene:QGraphicsScene\*) |

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

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| Pig |
| +pig(x:float , y:float,w: float, h:float , pixmap:QPixmap ,world:b2World\* , scene:QGraphicsScene\*) |
| +stop():void  +offsetGravity():void  +setGravity():void  +setPosition(x:float , y:float ):void |

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| Slingshot |
| +slingshot(x:float , y:float,w: float, h:float , pixmap:QPixmap ,world:b2World\* , scene:QGraphicsScene\*) |

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| Bird |
| +Bird(x:float , y:float,w: float, h:float , pixmap:QPixmap ,world:b2World\* , scene:QGraphicsScene\*)  +setLinearVelocity(velocity:b2Vec2):void  +skill():vitual void  +collide():virtual void  +setPosition(x:float , y:float):void  +setGravity():void  +offsetGravity():void  +getLinearVelocity():b2Vec2  +getPosition():b2Vec2  +stop():void |

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| bird\_black |
| +bird\_black(x:float , y:float,w: float, h:float , pixmap:QPixmap ,world:b2World\* , scene:QGraphicsScene\*)  +skill():vitual void |

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| bird\_white |
| +bird\_white(x:float , y:float,w: float, h:float , pixmap:QPixmap ,world:b2World\* , scene:QGraphicsScene\*)  +skill():vitual void |

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| bird\_blue |
| -skill\_blue1:Bird\*  -skill\_blue2:Bird\*  -world\_blue:b2World\*  -timer\_blue:QTimer  -scene\_blue:QGraphicsScene\*  -pixmap\_blue:QPixmap\*  -x\_blue:float  -y\_blue:float  -skill\_speed:b2Vec2 |
| +bird\_blue(x:float , y:float,w: float, h:float , pixmap:QPixmap ,world:b2World\* , scene:QGraphicsScene\*)  +skill():vitual void  +setxy\_blue(pos:b2Vec2 , speed:b2Vec2) |

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| bird\_red |
| +bird\_red(x:float , y:float,w: float, h:float , pixmap:QPixmap ,world:b2World\* , scene:QGraphicsScene\*)  +skill():vitual void |

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| bird\_yello |
| +bird\_yello(x:float , y:float,w: float, h:float , pixmap:QPixmap ,world:b2World\* , scene:QGraphicsScene\*)  +skill():vitual void |

How to play the game?

What you only need to do is use your mouse to control the birds to shoot the pigs

When the birds are flying, you can press your mouse to trigger special skill,

Such as a blue bird will become 3 birds.

Yello bird will speed up.