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| Jugador |
| -QGraphicsPixmapItem\* Sprite  -Int posx  -Int posy  -Bool invencible  -QTimer IVF |
| Slots:  -void vulnerable ()  Signals:  +void gameOver () |

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| Alma |
| - bool azul |
| - Void movimiento (int dx, int dy)  - void keyPressEvent(QKeyEvent\* event) override  - void Reset  - void BajarVida (int damage)  - int getVida |

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| Ataque |
| -QGraphicsPixmapItem\* Sprite  -int posx  -int posy  -int damage |
| +void Colisión (jugador\* Player) |

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| Casa |
| - qreal velocidad |
| - void keyPressEvent(QKeyEvent\* event) override  - void movimiento  - void setVel(qreal Vel) |

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| Ataque\_Melee |
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| - void movimiento (int dx, int dy) |

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| Ataque\_Distancia |
|  |
| - void disparar () |