|  |
| --- |
| Nivel |
| -int nivel |
| +void LoadLV1();  +void LoadLV2(); |

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

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

|  |
| --- |
| Jugador |
| -QGraphicsPixmapItem\* Sprite  1  -Int posx  -Int posy  -Bool invencible  -QTimer IVF |
| Slots:  -void vulnerable ()  Signals:  +void gameOver () |

|  |
| --- |
| Ataque |
| -QGraphicsPixmapItem\* Sprite  -int posx  1.. N  -int posy  -int damage |
| +void Colisión (jugador\* Player) |

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

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

1

1

1.. N

1