QMainWindow A

GeneralView

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- m_scene : QGraphicsScene- m_view : QGraphicsView- m_title : QLabel- m_author : QLabel
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- m_pause : QLabel- m_player : QLabel- m_score : QLabel

- m_startButton : PushButton

- m_highScoreButton : PushButton

- m_quitButton : PushButton

- m_backToMenuButton : PushButton
- m_backToMenuButton2 : PushButton
- m_saveAfterGameOver : PushButton

+ m_continueButton : PushButton - m_highScoreList : QTableWidget

- m_healthGraphics : QLabel- m_healhtBar : QProgressBar

- m_levelGraphics : QLabel - m_levelText : QLabel

- m_scoreGraphics : QLabel - m_scoreBar : QProgressBar

- m_isGamePasued : bool- m_arrowCursorMap : QPixmap- m_crossCursorMap : QPixmap

<constructor> + GeneralView()

~GeneralView()

+ getScene() : QGraphicsScene*

signals:

+ startGame() : void + abortGame() : void + exitGame() : void + mousePressed() : void + mouseReleased() : void

+ mouseMoved(newPosition : QPointF) : void

+ mouseLeaveWindow() : void

+ escPressed(): void

+ save(newPlayerScore : PlayerScore) : void

slots:

+ menu() : void + start() : void + pauseGame() : void + continueGame() : void

+ abort() : void

+ gameOver(score : int) : void

+ highScore() : void + quitGame() : void

+ addGameObject(newObject : QGraphicsItem*) : void + mousePressEvent(event : QMouseEvent*) : void + mouseReleaseEvent(event : QMouseEvent*) : void

+ mouseMoveEvent(event : QMouseEvent*) : void + keyPressEvent(event : QKeyEvent*) : void

+ leaveEvent(event : QEvent*) : void

+ continueButtonClicked(): void

+ savePlayerScore(): void

+ show(): void

+ updateHighScoreList(iterator : PlayerScoreMapIterator, size : int) : void

+ updateHealth(value : int) : void + updateLevel(value : int) : void + updateScore(value : int) : void