

PlayerModel

- m_direction : int - m_health : int - m_weapon : weapon - m_weaponTier : int - m_moveTimeDelay : int - m_moveTimer : QTimer - m_fireTimer : QTimer

- m_isMoving: bool

<constructor> + PlayerModel()

+ ~PlayerModel()

+ setHealth(health : int) : void

+ getHealth(): int

- changeWeapon(weapon : weapon_type) : void

signals:

+ changeHealth(healthPoints : int) : void

+ defeated() : void

slots:

+ move() : void + fire() : void + startFire() : void + stopFire() : void

+ changeDirection(newDirection: QPointF): void

+ changeAtribute(specialReward : special_reward_type) : void