GameObject A PlayerModel

- m_image : QImage

- m_movePosition QPointF

- m_direction : int - m_health : int

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

- m_animationFrameIdx : int - m_animationTimer : QTimer

<constructor> + PlayerModel()

+ ~PlayerModel()

+ setHealth(health : int) : void

+ getHealth(): int

+ isOnMovePosition() : bool + checkCollisions() : void

- changeWeapon(weapon : weapon_type) : void

signals

+ changeHealth(healthPoints : int) : void

+ defeated() : void

slots:

+ start() : void + stop() : void

+ move() : void

+ fire() : void

+ startFire() : void + stopFire() : void

+ changeMovePosition(newMovePosition: QPointF): void

+ changeAtribute(specialReward : special_reward_type) : void

+ animation() : void