

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

<constructor> + PlayerModel()

+ ~PlayerModel()

+ setHealth(health : int) : void

+ getHealth(): int

- 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

+ changeDirection(newDirection: QPointF): void

+ changeAtribute(specialReward : special_reward_type) : void