

ScoreController

- m_generator : IRandomGenerator*

+ ~ScoreController()

signals:

+ reset() : void + get() : void

+ updateScore(score : int) : void + addPoints(points : int) : void + maxScorePerLevelAchieved() : void

slots:

+ resetScore(): void + getScore(): void + update(score: int): void + addScorePoints(coint: coin_type): void

+ maxPerLevelAchieved() : void