

PlayerController

- m_view : GeneralView* - m_player : PlayerModel*

<constructor> + PlayerController(view : GeneralView*)

+ ~PlayerController()

signals:

+ addPlayerToScene(player : QGraphicsItem*) : void + changeAtribute(reward : special_type) : void

+ playerDefeated(): void

slots:

+ abortPlayer(): void + createNewPlayer(): void + defeated(): void + changePlayerAtribute(reward: special_type): void