

GeneralView

- m_scene : QGraphicsScene - m_view : QGraphicsView

- m title : QLabel - m_author : QLabel - m_pause : QLabel - m player : QLabel - m_score : QLabel - m_startButton : QPushButton

- m_highScoreButton : QPushButton

- m_quitButton : QPushButton

- m_backToMenuButton : QPushButton - m backToMenuButton2 : QPushButton - m saveAfterGameOver : QPushButton - m_highScoreList : QListWidget

- m_scoreGraphics : QLabel - m_scoreBar : QProgressBar

<constructor> + GeneralView()

~GeneralView()

signals:

+ startGame(): void + pauseGame(): void + mousePressed(): void + mouseReleased(): void

+ mouseMoved(newPosition : QPointF) : void + save(newPlayerScore : PlayerScore) : void

slots:

+ menu(): void + start() : void + pause(): void

+ gameOver(score : int) : void

+ highScore(): void

+ addGameObject(newObject : QGraphicsItem*) : void + mousePressEvent(event : QMouseEvent*) : void

+ mouseReleaseEvent(event : QMouseEvent*) : void

+ mouseMoveEvent(event : QMouseEvent*) : void

+ savePlayerScore(): void

+ updateHighScoreList(iterator : PlayerScoreMapIterator, size : int) : void

+ updateScore(value : int) : void