

GeneralView

- m_scene : QGraphicsScene - m_view : QGraphicsView

m_title : QLabelm_author : QLabelm_pause : QLabelm_player : QLabelm_score : QLabel

- m_startButton : QPushButton

- m_highScoreButton : QPushButton

- m_quitButton : QPushButton

- m_backToMenuButton : QPushButton- m_backToMenuButton2 : QPushButton- m_saveAfterGameOver : QPushButton

- m_highScoreList : QListWidget
- m_healthGraphics : QLabel
- m_healhtBar : QProgressBar
- m_scoreGraphics : QLabel
- m_scoreBar : QProgressBar

<constructor> + GeneralView()

~GeneralView()

signals:

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

+ mouseMoved(newPosition : QPointF) : void

+ escPressed(): void

+ save(newPlayerScore : PlayerScore) : void

slots:

+ menu(): void + start(): void + pauseGame(): void + continueGame(): void + gameOver(score: int): void

+ highScore(): void

+ addGameObject(newObject : QGraphicsItem*) : void + mousePressEvent(event : QMouseEvent*) : void + mouseReleaseEvent(event : QMouseEvent*) : void + mouseMoveEvent(event : QMouseEvent*) : void + keyPressEvent(event : QKeyEvent*) : void

+ savePlayerScore(): void

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

+ updateHealth(value : int) : void + updateScore(value : int) : void