# GameObject

# PlayerModel

- m\_image : QImage

- m\_movePosition QPointF

- m\_direction : int - m\_health : int

- m\_weapon : weapon

- m\_weaponTier : int

- m\_moveTimeDelay : int

- m\_moveTimer : QTimer

- m\_fireTimer : QTimer - m\_animationFrameIdx : int

- m\_animationTimer : QTimer

## <constructor> + PlayerModel()

+ ~PlayerModel()

+ setHealth(health : int) : void

+ getHealth(): int

+ isOnMovePosition(): bool

+ checkCollisions(): void

- changeWeapon(weapon : weapon\_type) : void

- getAnimationFrame() : QPixmap

## signals:

+ changeHealth(healthPoints: int): void

+ defeated() : void

### slots:

+ start(): void

+ stop(): void

+ move(): void

+ fire(): void

+ startFire(): void

+ stopFire() : void

+ changeMovePosition(newMovePosition: QPointF): void

+ changeAtribute(specialReward : special\_reward\_type) : void

+ animation() : void