

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

<constructor> + GeneralView()

~GeneralView()

signals:

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

+ mouseMoved(newPosition : QPointF) : void

+ escPressed() : void

+ save(newPlayerScore : PlayerScore) : void

slots:

+ menu(): void + start(): void + pauseGame(): void + continueGame(): void + abort(): 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

+ continueButtonClicked(): void

+ savePlayerScore(): void

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

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