

GeneralView

- m_scene : QGraphicsScene

- m_title : QLabel - m_author : QLabel - m_pause : QLabel

- m_startButton : QPushButton - m_highScoreButton : QPushButton

- m_quitButton : QPushButton

- m_backToMenuButton : QPushButton - m_saveAfterGameOver : QPushButton

- m_highScoreList : QListWidget

<constructor> + GeneralView()

~GeneralView()

slots:

+ menu(): void + startGame(): void + pause(): void + gameOver(): void + highScore(): void

+ addGameObject(newObject : QGraphicsItem*) : void