

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 + 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

+ continueButtonClicked(): void

+ savePlayerScore() : void

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

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