QMainWindow

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

+ quitGame(): 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