

PlayerModel

- m_isMoving: bool - m_direction : int - m_weapon : weapon - m_weaponTier : int - m_moveTimeDelay : int - m_moveTimer : QTimer - m_fireTimer : QTimer

<constructor> + PlayerModel()

- + ~PlayerModel()
- changeWeapon(weapon : weapon_type) : void

signals:

+ playerChangeHealth(healthPoints : int) : void

slots:

- + move() : void + fire() : void + startFire(): void + stopFire() : void
- + changeDirection(newDirection: QPointF) : void + changePlayerAtribute(specialReward : special_reward_type) : void