QObject \triangle	
BackgroundController	r
- m_generator : IRandomGenerator* - m_itemsSpawnTimer : QTimer timeout	
<pre><constructor> + BackgroundController(generator : IRandomGenerator*) + ~BackgroundController()</constructor></pre>	
signals: + addItemToScene(object : GameObject*) : void	
slots: + startSpawningItems(): void + stopSpawningItems(): void - spawnItem(): void spawnItem	