

GeneralView

- m_scene : QGraphicsScene - m view: QGraphicsView

- m_title : QLabel - m_author : QLabel - m_pause : QLabel - m_player : QLabel - m_score : QLabel

- m_startButton : PushButton

- m_highScoreButton : PushButton

- m_quitButton : PushButton

- m backToMenuButton : PushButton - m_backToMenuButton2 : PushButton - m_saveAfterGameOver : PushButton

+ m_continueButton : PushButton - m_highScoreList : QListWidget - m_healthGraphics : QLabel - m_healhtBar : QProgressBar

- m_levelGraphics : QLabel - m_levelText : QLabel - m_scoreGraphics : QLabel - m_scoreBar : QProgressBar -m_isGamePasued : bool

<constructor> + GeneralView()

~GeneralView()

+ getScene() : QGraphicsScene*

signals:

+ startGame(): void + abortGame(): void + mousePressed(): void + mouseReleased(): void

+ mouseMoved(newPosition : QPointF) : void

+ mouseLeaveWindow(): 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

+ leaveEvent(event : QEvent*) : void

+ continueButtonClicked(): void

+ savePlayerScore(): void

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

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