

## PlayerModel

- m\_direction : int - m\_health : int - m\_weapon : weapon - m\_weaponTier : int - m\_moveTimeDelay : int - m\_moveTimer : QTimer - m\_fireTimer : QTimer

- m\_isMoving: bool

<constructor> + PlayerModel()

+ ~PlayerModel()

+ setHealth(health : int) : void

+ getHealth(): int

- changeWeapon(weapon : weapon\_type) : void

signals: + changeHealth(healthPoints : int) : void

## slots:

+ move(): void + fire() : void + startFire() : void + stopFire() : void

+ changeDirection(newDirection: QPointF): void

+ changeAtribute(specialReward : special\_reward\_type) : void