

GeneralView

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- m_scene : QGraphicsScene- m_view : QGraphicsView- m_title : QLabel
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- 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 : QTableWidget

- m_healthGraphics : QLabel- m_healhtBar : QProgressBar- m_levelGraphics : QLabel

- m_levelChapfiles : QLabel - m_scoreGraphics : QLabel - m_scoreBar : QProgressBar - m_isGamePasued : bool

<constructor> + GeneralView()

~GeneralView()

+ getScene() : QGraphicsScene*

signals:

+ startGame() : void + abortGame() : void + exitGame() : 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

+ gameOver(score : int) : void

+ highScore(): void + quitGame(): void

+ abort(): 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

+ show() : void

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

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