QMainWindow A

GeneralView

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

- 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 : QTableWidget - 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 + 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

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

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