

GeneralView

- m_scene : QGraphicsScene - m_view : QGraphicsView

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

- m_startButton : QPushButton - m_highScoreButton : QPushButton

- m_quitButton : QPushButton

m_backToMenuButton : QPushButton
m_backToMenuButton2 : QPushButton
m_saveAfterGameOver : QPushButton
m_highScoreList : QListWidget

m_nignScoreList : QListWidge
m_healthGraphics : QLabel
m_healhtBar : QProgressBar
m_scoreGraphics : QLabel
m_scoreBar : QProgressBar

<constructor> + GeneralView()

~GeneralView()

signals:

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

+ mouseMoved(newPosition : QPointF) : void + save(newPlayerScore : PlayerScore) : void

slots:

+ menu() : void + start() : void + pause() : void

+ gameOver(score : int) : void

+ highScore(): void

+ addGameObject(newObject : QGraphicsItem*) : void + mousePressEvent(event : QMouseEvent*) : void + mouseReleaseEvent(event : QMouseEvent*) : void + mouseMoveEvent(event : QMouseEvent*) : void

+ savePlayerScore(): void

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

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