

ScoreModel

- m_currentThresholdIdx : int
- m_totalScore : int
- m_scoreThresholds : int[def::maxNumOfLevels]

<constructor> + ScoreModel() + ~ScoreModel()

signals:

+ updateScoreView(newValue : int) : void + maxScorePerLevelAchieved() : void

slots:

+ addScorePoints(value : int) : void