

ScoreModel

- m_currentThresholdIdx : int

- m_currentScore : int

- m_totalScore : int

- m_scoreThresholds : int[def::maxNumOfLevels]

<constructor> + ScoreModel()

+ ~ScoreModel()

signals:

+ update(score : int) + updateView(newValue : int) : void + maxPerLevelAchieved() : void

slots:

+ reset() : void

+ get(): void + addPoints(points: int): void