

## PlayerController

- m\_view : GeneralView\* - m\_healthView : HealthView\* - m\_player : PlayerModel\*

+ ~PlayerController()

## signals:

+ addPlayerToScene(player : QGraphicsItem\*) : void + changeAtribute(reward : special\_type) : void + playerDefeated() : void

## slots:

+ createNew() : void

+ defeated() : void

+ changePlayerAtribute(reward : special\_type) : void