

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_healthGraphics : QLabel - m_healhtBar : QProgressBar - m_scoreGraphics : QLabel - m_scoreBar : QProgressBar

<constructor> + GeneralView()

~GeneralView()

signals:

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

+ mouseMoved(newPosition : QPointF) : void

+ escPressed(): 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 + keyPressEvent(event : QKeyEvent*) : void

+ savePlayerScore(): void

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

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