AngryBird Report

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| GameItem |
| + g\_body: b2Body \*  # g\_pixmap: QGraphicsPixmapItem  # g\_size: QSizeF  # g\_world: b2World \*  # g\_worldsize, g\_windowsize: QSizeF |
| + GameItem(b2World \*world);  + ~GameItem(): virtual  + setGlobalSize(QSizeF worldsize, QSizeF windowsize): void  + paint(): void |

一、UML :

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| Bg |
| + Bg(int x, int y, QPixmap pixmap, b2World \*world, QGraphicsScene \*scene); |

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| Pig |
| + Pig(float x, float y, float radius, QTimer \*timer, QPixmap pixmap, b2World \*world, QGraphicsScene \*scene) |

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| Barrier |
| + Barrier(b2World \*world);  + ~Barrier();  + create\_reg(float x, float y, float w, float h, QTimer \*timer, QPixmap pixmap, b2World \*world, QGraphicsScene \*scene) |

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| Shooter |
| + Shooter(int x, int y, QPixmap pixmap, b2World \*world, QGraphicsScene \*scene);  + waiting(Bird \*bird): void |

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| Land |
| + Land(float x, float y, float w, float h, QPixmap pixmap, b2World \*world, QGraphicsScene \*scene) |

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| bird |
| + Bird(float x, float y, float radius, QTimer \*timer, QPixmap pixmap, b2World \*world, QGraphicsScene \*scene);  + ~Bird(): virtual  + setLinearVelocity(b2Vec2 velocity): void  + SpecialEffect(): virtual void |
| + flying: bool |

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| Thirdbird |
| + Thirdbird(float x, float y, float radius, QTimer \*timer, QPixmap pixmap, b2World \*world, QGraphicsScene \*scene)  + SpecialEffect(): virtual void |

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| Secondbird |
| + Secondbird(float x, float y, float radius, QTimer \*timer, QPixmap pixmap, b2World \*world, QGraphicsScene \*scene)  + SpecialEffect(): virtual void |

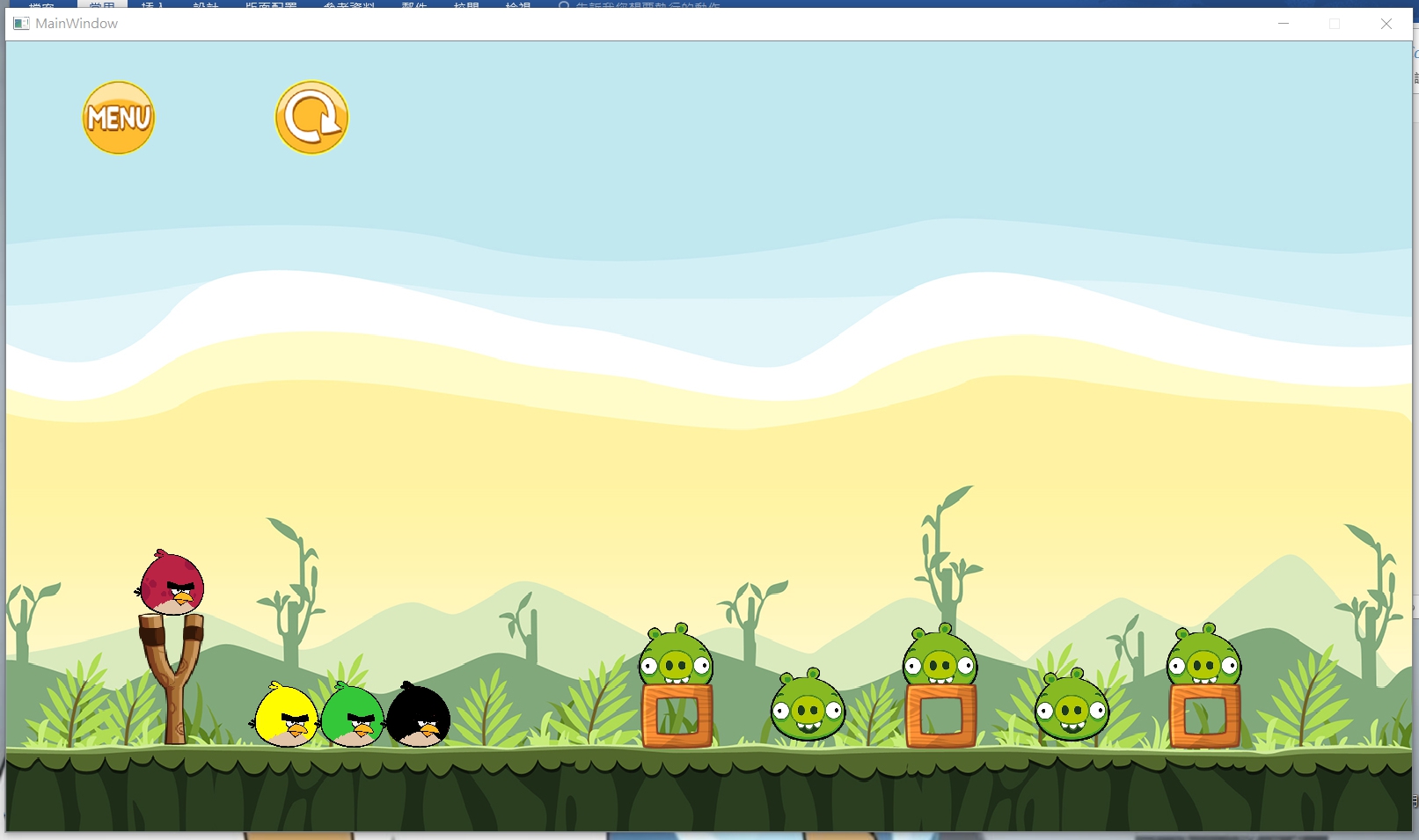
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| Firstbird |
| + Firstbird(float x, float y, float radius, QTimer \*timer, QPixmap pixmap, b2World \*world, QGraphicsScene \*scene)  + SpecialEffect(): virtual void |

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| MainWindow |
| - Ui::ui: MainWindow \*  - scene: QGraphicsScene \*  - world: b2World \*  - land: Land \*  - barrier: Barrier \*  - shooter: Shooter \*  - bird: Bird \*  - firstbird: Firstbird \*  - secondbird: Secondbird \*  - thirdbird: Thirdbird \*  - bg: Bg \*  - itemList: QList<GameItem \*>  - PigList: QList<Pig \*>  - Blist: QList<Barrier \*>  - Shooterlist: QList<Shooter \*>  - Birdlist: QList<Bird \*>  - timer: QTimer  - timer1: QTimer \*  - start: QPoint  - end: QPoint  - birdkind: int  - num: int  - a: int |

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| + MainWindow(QWidget \*parent): explicit  + ~MainWindow();  + showEvent(QShowEvent \*): void  + eventFilter(QObject \*,QEvent  \*event): void  + closeEvent(QCloseEvent \*): void  - tick(): void  - QUITSLOT(): void  - next(): void  - slot(): void  - WinLose(): void  - on\_pushButton\_clicked(): void  - on\_pushButton\_2\_clicked(): void  - thing() |

二、遊戲介紹

1. 遊戲畫面: 1600 \* 900



2. 遊戲按鈕:

a. MENU鍵: 離開遊戲

b. RESTART鍵: 重新開始遊戲

3. 鳥的功能:

a. 黃色鳥鳥: 飛行中按一下鍵速度會變成10倍

b. 綠色鳥鳥: 飛行中按一下鍵會迴轉

c. 黑色鳥鳥: 飛行中按一下鍵會垂直向下撞擊