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| **Juego** |
| + \*scene: QGraphicsScene    + \*player1: MyPlayer  + \*Enemy: Enemigo  + \*Proyectiles: Nproyectiles  + \*salud: Health |
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| **MyPlayer** |
| - \*Enemy1: Enemigo |
| + void keyPressEvent(QKeyEvent \*event)  + void muerte()  + void increp() |

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| **Enemigo** |
| - Pos: short  - x: int  - y: int  - ban: bool |
| + int getX() const;  + void setX(int value);  + int getY() const;  + void setY(int value);  + void move(); |

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| **Proyectil** |
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| + void move(); |

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| **Nproyectiles** |
| - Np: int |
| + void decr()  + int getNp() |

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| **Salud** |
| - Health: int |
| +int getHealth()  +void dech() |