

# Dota 2 – all heroes

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## Aim of this project:

The main task of the application is to simplify the understanding of the game for new players and the ability to see data about a particular hero at any time.

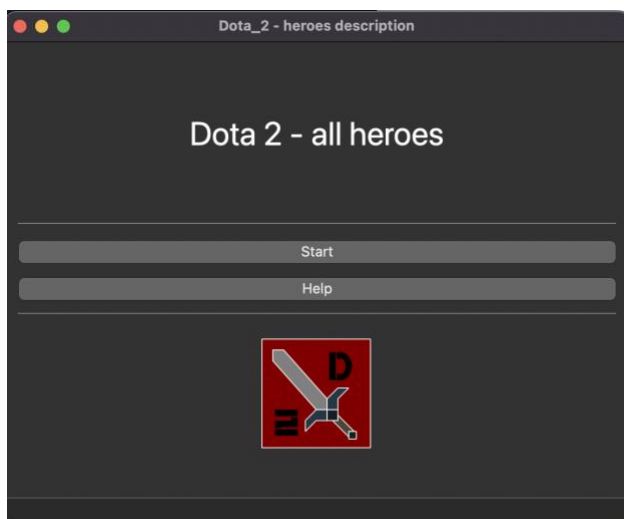
## Individual project specification

Вставить ссылку

## How the project works

Main window:

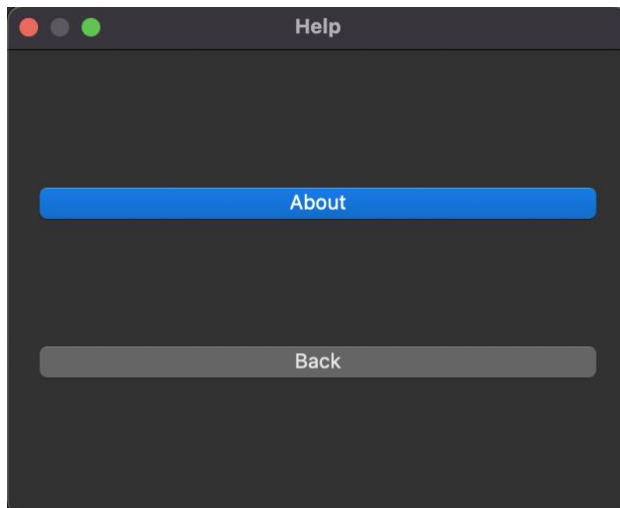
“Welcome” window. In this window there is a program logo and two buttons: 'start button' - opens the main window with the table of heroes, 'help button' - opens a window in which you can view information about the project.



(window 1)

Help window:

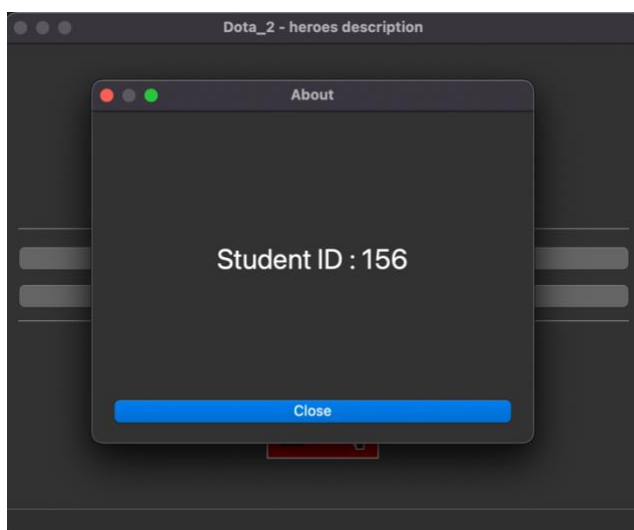
Here the 'About' button is implemented, which opens a new dialog box. The 'Back' button closes this window.



(window 2)

About window:

Opens a new window that provides information about student ID. 'Close' button simply closes the window.



(window 3)

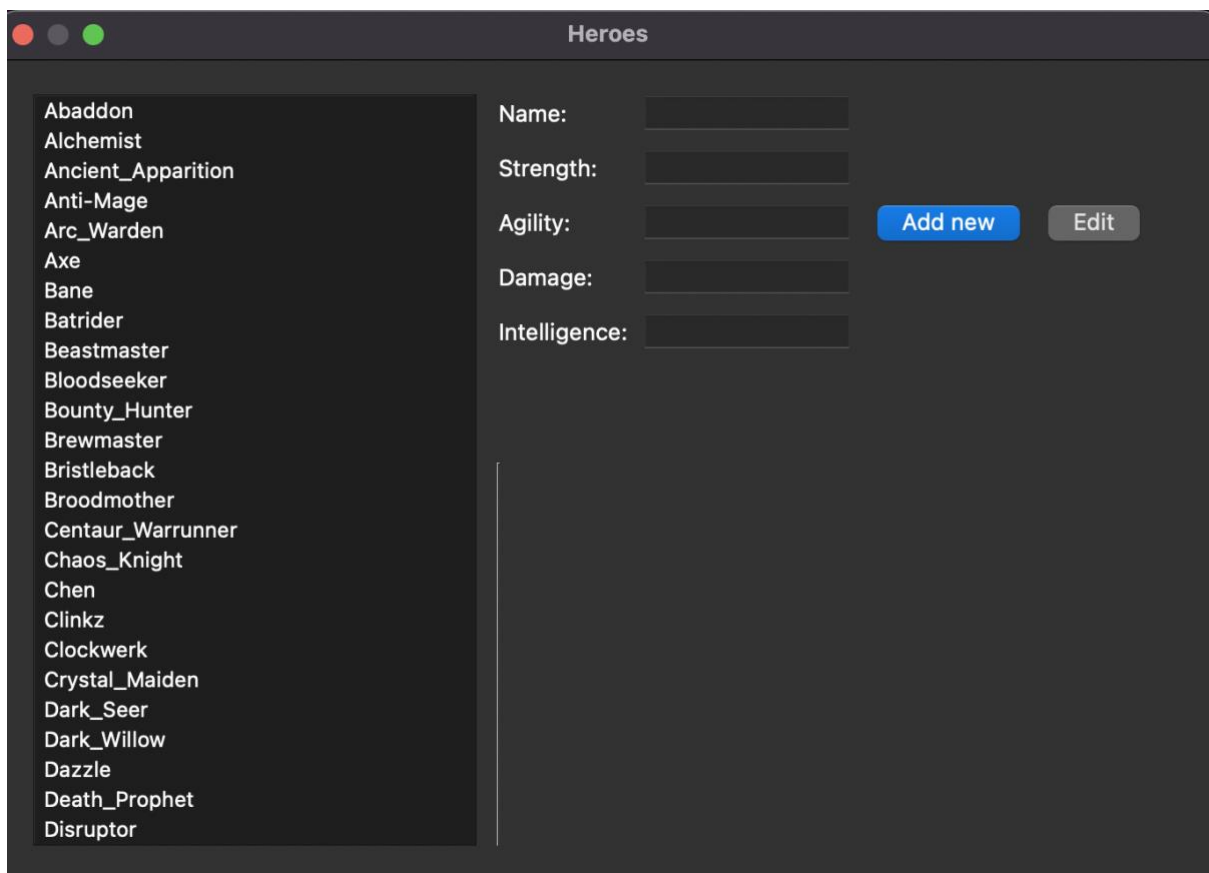
“Heroes” window:

After returning to the main(“welcome”) window and pushing on the ‘Start’ button a new window appears.

It shows a list of all heroes, lines in which you can enter the necessary information to edit or create heroes and two buttons 'Add new' and 'Edit'.

When you click the 'Add new' button, a new hero is added to the list with the attributes specified in the lines, and when you click the 'Edit' button, the information about the existing hero is updated (you must specify the name of the hero whose attributes you want to change)

When you click on the hero name you are interested in, the right side of the window shows detailed information describing the character: his name, strength, damage, agility, intelligence.



The screenshot shows a window titled "Heroes" with a dark theme. On the left, there is a scrollable list of hero names: Abaddon, Alchemist, Ancient\_Apparition, Anti-Mage, Arc\_Warden, Axe, Bane, Batrider, Beastmaster, Bloodseeker, Bounty\_Hunter, Brewmaster, Bristleback, Broodmother, Centaur\_Warrunner, Chaos\_Knight, Chen, Clinkz, Clockwerk, Crystal\_Maiden, Dark\_Seer, Dark\_Willow, Dazzle, Death\_Prophet, and Disruptor. On the right, there is a form with five input fields labeled "Name:", "Strength:", "Agility:", "Damage:", and "Intelligence:". To the right of these fields are two buttons: "Add new" (blue) and "Edit" (grey). Below the list of heroes, there is a vertical line separating it from the form area.

(window 4)

Heroes

Abaddon

Alchemist

Ancient\_Apparition

Anti-Mage

Arc\_Warden

Axe

Bane

Batrider

Beastmaster

Bloodseeker

Bounty\_Hunter

Brewmaster

Bristleback

Broodmother

Centaur\_Warrunner

Chaos\_Knight

Chen

Clinkz

Clockwerk

Crystal\_Maiden

Dark\_Seer

Dark\_Willow

Dazzle

Death\_Prophet

Disruptor

Name:

Strength:


Agility:

Damage:

Intelligence:

Add new

Edit



Name: Axe

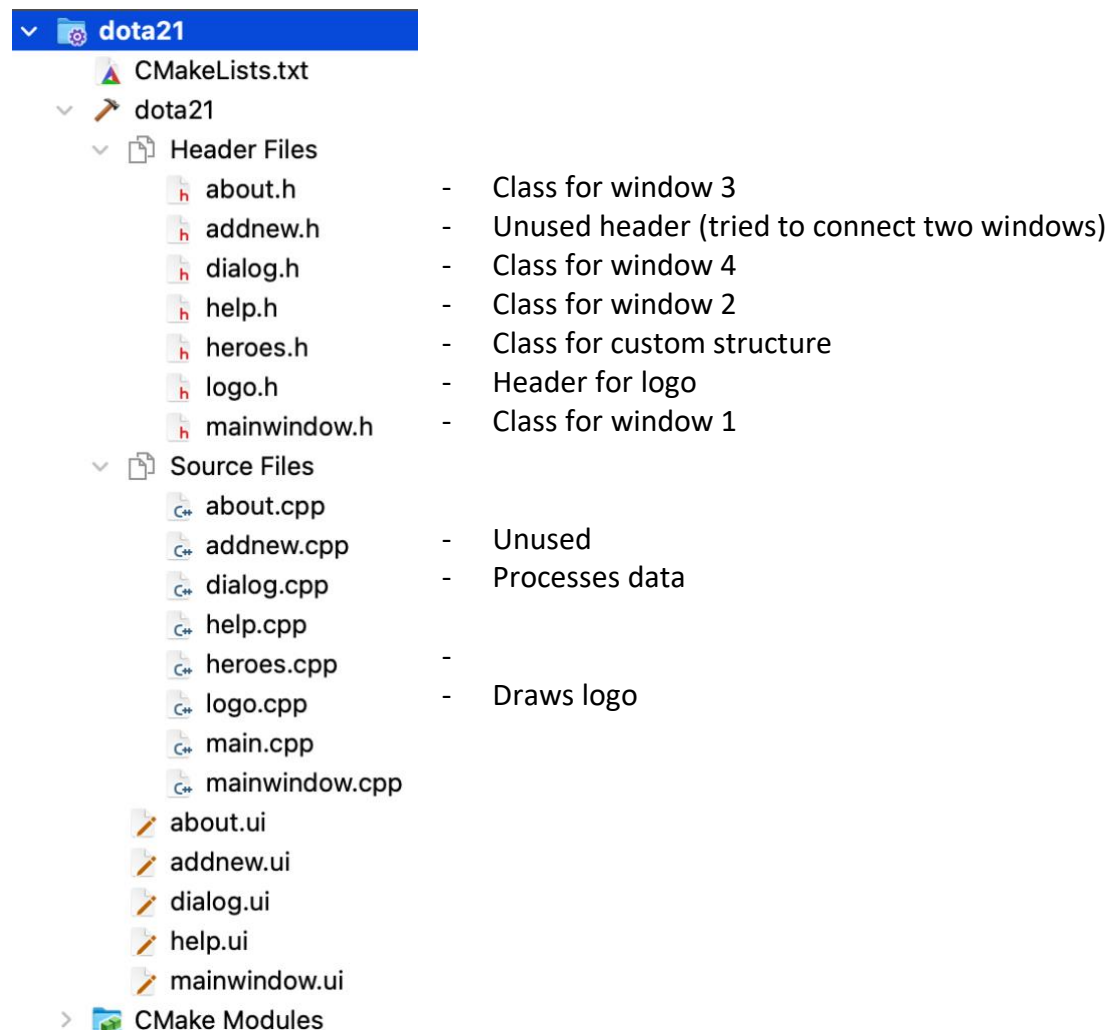
Damage: 52-56

Strength: 25 + 3.4

Agility: 20 + 2.2

Intelligence: 18 + 1.6

## Code structure



## Results

The requirements were pretty much fulfilled, two functions were also implemented that were not described in the specification( adding a new hero and editing info about an existing one).

## Conclusion

At the end of the project I finally figured out the logic of working with Qt Creator, but unfortunately there was no more time to do something normal