Project 3 – Candy Crush

FILE:

01. Header file

board.h

candy.h

game.h

judgeColourBomb.h

judgeLined.h

judgeStriped.h

judgeWrapped.h

mainwindow.h

observer.h

QCandy.h

QHeaderfile.h

subject.h

02. Source file

board.cpp

candy.cpp

game.cpp

judgeColourBomb.cpp

judgeLined.cpp

judgeStripped.cpp

judgeWrapped.cpp

main.cpp

mainwindow.cpp

QCandy.cpp

Subject.cpp

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DESCRIPTION:

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| Board |
| <<constructor>> Board  <<destructor>> ~Board  +reset():void  +change():void  +swap():void  +move():void  +judge():void  +getCandy():Candy\*  +getDimension():int  +getDimension():int  +getPointsLastRound():int  +isFull():bool  +isCrush():bool  +isMovePossible():bool  -void initialize():void  -void moveHorizontally(int i, int j, Direction dir): void  -void moveVertically(int i, int j, Direction dir): void  -crush(QVector<Candy\*> column): QVector<Candy\*>  -void handleCrush():void  -void handleNextMove():void  -isChanged():bool |
| -board:QVector<QVector<Candy\*>>  -dimension:int  -pointsLastRound:int  -crushLastRound:int |

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| Candy |
| <<constructor>> Candy  <<destructor>> ~ Candy  +setCandy():void  +getCandy():int  +setEffect():void  +getEffect():int  +setRow():void  +getRow():int  +setCol():void  +getCol():int  +upgrade():void  + setMove():void  + getMove ():bool |
| -row:int  -col:int  -type:int  -effect:int  -isMove:bool |

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| Game |
| <<constructor>> Game  <<destructor>> ~Game  +restart():void  +getCandy():void  +getBoard():Board\*  +getScore():int |
| -board: Board\*  -score:int  -gameOver:bool |

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| mainwindow |
| <<constructor>> mainwindow  <<destructor>> ~mainwindow  +*notify*():void  +setTime():void  +detect():Board\*  +swap():int  +isCrush():bool  +eliminate():void  +ruleAnimation():void  +endAnimation():void  +gameAnimation():void  +swapAnimation1():void  +swapAnimation2():void  -setBoard():void |
| -ui:Ui::MainWindow\*  -player:QMediaPlayer\*  -playList:QMediaPlaylist\*  -game:Game\*  -timer:QTimer\*  -time:QTime\*  -currTime:QString  -qBoard:QVector<QVector<QCandy\*>>  -select:QVector<QCandy\*> |

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| Observer |
| <<constructor>> Observer  +*notify*():virtual void |

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| Subject |
| <<constructor>> Subject  +notifyObs():void  +registerObs():void |

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| QCandy |
| <<constructor>> QCandy  +setType():void  +getType():int  +setEffect():void  +getEffect():int  +getCandy():Candy\*  +setCandy():int  +setRow():void  +getRow():int  +setCol():void  +getCol():int  +setPress():void  +getPress():bool  +setEntity():void  +getEntity():bool |

COMPILATION:

make / qmake

EXECUTION:

Execute the CandyCrush.pro









