|  |
| --- |
| Class-gameitem |
| GameItem();  b2Body \*g\_body;  繼承  QSizeF g\_size;  QGraphicsPixmapItem g\_pixmap;  ~*GameItem*();  static QSizeF g\_worldsize, g\_windowsize;  b2World \*g\_world; |
| static void setGlobalSize(QSizeF worldsize, QSizeF windowsize);  void paint(); |

|  |
| --- |
| Class-barrier |
| Barrier() |
|  |

|  |
| --- |
| Class-bird |
| Bird() |
| void setLinearVelocity(b2Vec2 velocity) |

繼承

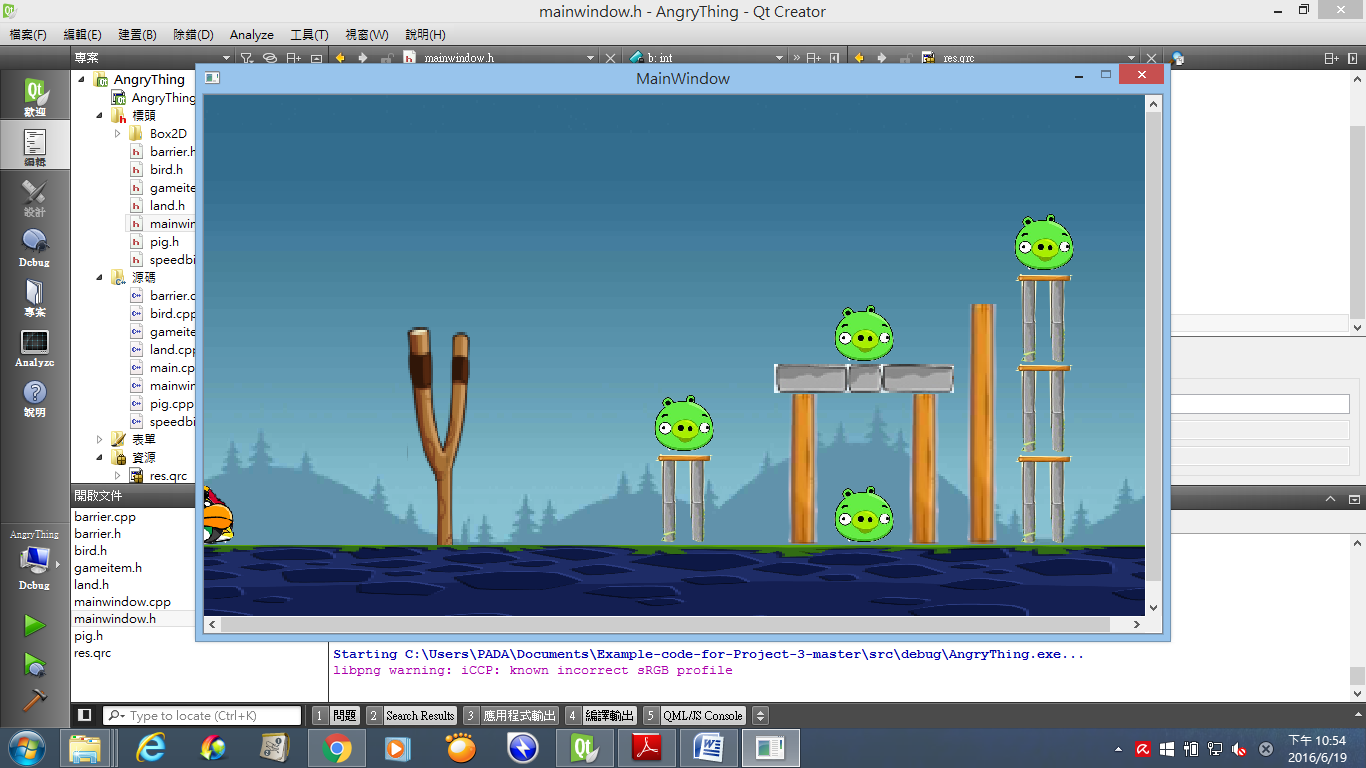
繼承

|  |
| --- |
| Class-land |
| Land() |
|  |

執行

|  |
| --- |
| Class-pig |
| Pig() |
|  |

|  |
| --- |
| MainWindow |
| explicit MainWindow(QWidget \*parent = 0);  ~*MainWindow*();  Bird \*birdie1;  Bird \*birdie2;  Bird \*birdie3;  Bird \*birdie4;  Bird \*birdie5;  Bird \*birdie6;  Bird \*birdie7;  Barrier \*bar1;  Barrier \*bar2;  Barrier \*bar3;  Barrier \*bar4;  Barrier \*bar5;  Barrier \*bar6;  Barrier \*bar7;  Barrier \*bar8;  Pig \*pig1;  Pig \*pig2;  Pig \*pig3;  Pig \*pig4;  QPointF pt;  QSound \*bgm  Ui::MainWindow \*ui;  QGraphicsScene \*scene;  b2World \*world;  QList<int> rand\_list;  QList<GameItem \*> itemList;  QList<Bird \*>birdlist;  QTimer timer;  int repeat;  static QSizeF g\_worldsize, g\_windowsize;  int b; |
| void *showEvent*(QShowEvent \*);  bool *eventFilter*(QObject \*,QEvent \*event);  void *closeEvent*(QCloseEvent \*);  void *keyPressEvent*(QKeyEvent \*keye);  void *mousePressEvent*(QGraphicsSceneMouseEvent \*mouse);  void quitGame()  void tick();  void QUITSLOT(); |



由此往任意方向拉(不超過彈弓)，鳥就會往外射

產生的鳥

產生的豬及障礙物



分身+變大 (4),(5),(R)

噴火(3),(E)

加速

(2),(W)

普通的鳥(Q)