|  |
| --- |
| Class-btn |
| Btn() |
|  |

|  |
| --- |
| Class-clock |
| Clock()  int time |
| void decrease() |

|  |
| --- |
| Class-drum |
| Drum()  計算時間  int x\_speed |
| void setSpeed(int speed)  void *advance*(int phase) |

|  |
| --- |
| Class-point |
| Point() |
|  |

產生物件

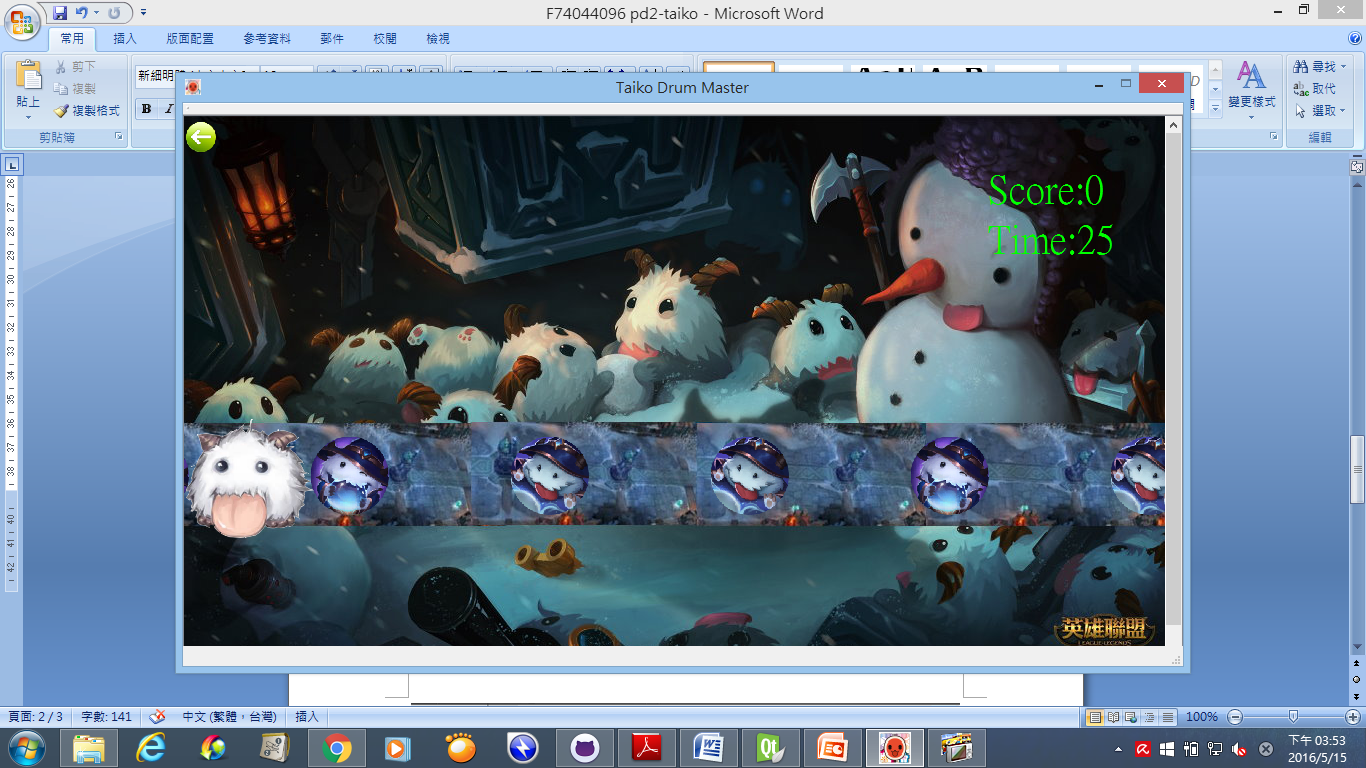
|  |
| --- |
| Class-score |
| Score()  int score |
| void increase() |

計算分數

|  |
| --- |
| Class-scene |
| Scene();  Btn \*btn\_start  Btn \*btn\_close;  Btn \*btn\_change\_ball;  Btn \*btn\_pause;  Btn \*btn\_conti;  Btn \*btn\_back;  Point \*pt;  int btn\_w;  int btn\_h;  int btn\_small\_w;  int btn\_small\_h;  int pt\_w;  int pt\_h;  QList<Drum \*> drum\_list;  QList<int> rand\_list;  Clock \*clo;  int clo\_time;  Score \*sco;  int ch\_y\_pos;  QSound \*bgm;  QTimer \*timer;  int screenMode;  int upperBound;  int lowerBound;  int leftBound;  int rightBound; |
| void Init(int x\_start )  void bgChange()  void bgRecover()  void gameInit()  void movingBlock()  void *mousePressEvent*(QGraphicsSceneMouseEvent \*mouse)  void *keyPressEvent*(QKeyEvent \*event)  void geneDrum()  void bgclose()  執行遊戲 |

|  |
| --- |
| Class-maiwidow |
| explicit MainWindow(QWidget \*parent = 0)  ~*MainWindow*()  Scene \*scene  調整視窗  Ui::MainWindow \*ui |
| void settingBg(int x\_start , int y\_end) |

|  |
| --- |
| main.cpp |
|  |
|  |



重新開始遊戲

用滑鼠按一下，開始玩

消除點，鼓到這裡便可按按鍵來做消除

用K鍵來消除

用J鍵來消除