pd2-Angrybird UML class diagram GameItem QGraphicsPixmapItem #g_body: b2Body * #g_pixmap: QGraphicsPixmapItem #g_size: QSizeF #g_world: b2World * by 黃柏瑄(資訊108乙 F74046284) #g_worldsize: static QSizeF 2016.06.19 #g_windowsize: static QSizeF +GameItem()(world:b2World *) +~GameItem() Btn Other +setGlobalSize(worldsize:QSizeF,windowsize:QSizeF): static void +<<slots>> paint(): void +Btn() +Other() Land Bird #bodvDef: b2BodvDef #bodyShape: b2CircleShape +Land(x:float,y:float,pixmap:QPixmap,world:b2World *, #fixturedef: b2FixtureDef scene:QGraphicsScene *) +Bird(x:float,y:float,timer:QTimer *,pixmap:QPixmap, world:b2World *,scene:QGraphicsScene *) **Barrier** +setLinearVelocity(velocity:b2Vec2): void +getLinearVelocity(): b2Vec2 +getPosition(): b2Vec2 +Barrier(x:float,y:float,timer:QTimer *, +removeBird(scene:QGraphicsScene *): void pixmap:QPixmap,world:b2World *,scene:QGraphicsScene *) +ability(): int removeBarr(scene:QGraphicsScene *): void **OMainWindow** Bird_blue Bird white MainWindow +Bird_blue(x:float,y:float,timer:QTimer *, -ui: Ui::MainWindow +Bird_white(x:float,y:float,timer:QTimer *, pixmap:QPixmap,world:b2World *, -scene: QGraphicsScene * pixmap:QPixmap,world:b2World *, scene:QGraphicsScene *) -world: b2World * scene:QGraphicsScene *) +ability(): int -timer: QTimer +ability(): int -stopCheck: OTimer -ropeStart: OPointF -ropeEnd: OPointF -ropeLength: QPointF -bird_1: Bird Bird_yello -bird_2: Bird * -bird_3: Bird * -bird_4: Bird * +Bird_yello(x:float,y:float,timer:QTimer *, -isUseAbility: bool pixmap:QPixmap,world:b2World *, -isSetVelocity: bool scene:QGraphicsScene *) -isPreDisappear: bool +ability(): int -isGameStart: bool -isOver: bool -isWin: bool Enemy -genType: int -tmpType: int -itemList: QList<GameItem *> -barrList: QList<Barrier *> +Enemy(x:float,y:float,timer:QTimer *,pixmap:QPixmap, -birdList: QList<Bird *> world:b2World *,scene:QGraphicsScene *) -pigList: QList<Enemy *> +removePig(scene:QGraphicsScene *): void -slingshot: Other * -award: Other -pig: Enemy * -screenMode: QString -btn_start: Btn * -btn_restart: Btn * -btn_exit: Btn * +genBird(x:float,y:float,timer:QTimer *, -btn_w: int bird_typ:int,world:b2World *,scene:QGraphicsScene *): Bird * -btn_h: int -finalScore: int +MainWindow(parent:QWidget *=0) +~MainWindow() +showEvent(QShowEvent *): void +eventFilter(QObject *,event:QEvent *): bool +closeEvent(QCloseEvent *): void +qtToBox2d(x:float,y:float,w:float,h:float): QPointF +gameInit(): void +bgChange(mode:QString): void +removeAllBarr(): void +<<signal>> quitGame(): void -<<slots>> tick(): void -<<slots>> QUITSLOT(): void -<<slots>> takeBirdAway(): void -<<slots>> takePigAway(): void