

功能:一般的小鳥

功能:當射出去後按一下,會很快的向下進行攻擊

功能:當射出去之後,會很快地向前推進

功能:當射出去之後,他向下跟向上的速度會交換，進行奇襲

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| MainWindow |
| -scene: QgaphicsScene\* - birdie3:Bird \* - text:QTextEdit \*  -timer1: QTimer - birdie4:Bird \* - birdie:Bird \* -birdie:Bird \* - build:building \* - birdie2:Bird \* - nbutton:QPushButton \* - build2:building \* - superbird1:subird \* mbutton :QPushButton \* - build3:building\* - timer1 :QTimer \* -int presstime - ox :int - oy :int -rx:int - ry:int - yy:int - xx:int - vx:int - vy:int - |
| +<<ecplict>>MainWindow(parent:QWight\*=0):void -<<slots>> tick():void  +~MainWindow() -<<slot>>QUITSLOT():void  +showEvent(QShowEvent\*):void -<<slot>> QUIT():void  +eventFilter(QObject\*,event:QEvent):bool -<<slot>> NEW():void  +closeEvent(QCloseEvent\*):void -<<slot>> vanish():void |

UML Diagram

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| GameItem |
| #g\_body:b2Body\*  #g\_pixmap: QgaphicsScene\*  #g\_size:QSizeF  #g\_world:b2World\*  #g\_worldsize:static QSizeF  #g\_windowsize:static QSizeF |
| +GameItem(world:b2World\*)  +~GameItam()  +setGlobalSize(worldsize:QSizeF,windowsize:QSizeF):static void  +<<slots>>paint():void |

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| Bird |
| +Bird(x:float,y:float,radius:float,timer:QTimer\*,  Pixmap:QPixmap,world:b2World\*,  scene:QGraphicScene\*,density:float)  +setLinearVelocity(velocity:b2Vec2):void |

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| Bird4 |
| +bird4(x:float,y:float,radius:float,timer:QTimer\*,  Pixmap:QPixmap,world:b2World\*,  scene:QGraphicScene\*,density float)  + setLinearVelocity(b2Vec2 velocity): void  +skill():virtual void |

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| Bird3 |
| +bird3(x:float,y:float,radius:float,timer:QTimer\*,  Pixmap:QPixmap,world:b2World\*,  scene:QGraphicScene\*,density float)  + setLinearVelocity(b2Vec2 velocity): void  +skill():virtual void |

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| building |
| +Obstacle(x:float,y:float,radius:float,  Pixmap:QPixmap,world:b2World\*,  scene:QGraphicScene\*,density:float) |

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| Land |
| +Land(x:float,y:float,w:float,h:float,  Pixmap:QPixmap,world:b2World\*,  scene:QGraphicScene\*) |

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| enemy |
| +pig(x:float,y:float,radius:float,timer:QTimer\*,  Pixmap:QPixmap,world:b2World\*,  scene:QGraphicScene\*, density:float)  +setLinearVelocity(velocity:b2Vec2):void  +get(): bool |

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| Bird2 |
| +bird2(x:float,y:float,radius:float,timer:QTimer\*,  Pixmap:QPixmap,world:b2World\*,  scene:QGraphicScene\*,density float)  + setLinearVelocity(b2Vec2 velocity): void  +skill():virtual void |