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| yellowbird |
| +(float x, float y, float radius, QTimer \*timer, QPixmap pixmap, b2World \*world, QGraphicsScene \*scene):yellowbird  + special() : virtual void |

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| blackbird |
| +(float x, float y, float radius, QTimer \*timer, QPixmap pixmap, b2World \*world, QGraphicsScene \*scene):blackbird  + special() : virtual void |

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| bluebird |
| +(float x, float y, float radius, QTimer \*timer, QPixmap pixmap, b2World \*world, QGraphicsScene \*scene):bluebird  + special() : virtual void |



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| Bird |
| +Bird(float x, float y, float radius, QTimer \*timer, QPixmap pixmap, b2World \*world, QGraphicsScene \*scene)  + ~*Bird*() : virtual  +setLinearVelocity(b2Vec2 velocity):void  +setLinearVelocity(int mousex, int mousey):void  + setposition(float x, float y):void  + special() : virtual void |

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| Pig |
| +(float x, float y, float w, float h, QTimer \*timer, QPixmap pixmap, b2World \*world, QGraphicsScene \*scene): Pig  + linearvelocity():b2Vec2 |

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| Barrier |
| +(float x, float y, float w, float h, QTimer \*timer, QPixmap pixmap, b2World \*world, QGraphicsScene \*scene): Barrier  + linearvelocity():b2Vec2 |

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| Sling |
| + (float x, float y, float w, float h, QPixmap pixmap, b2World \*world, QGraphicsScene \*scene):Sling |

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



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| GameItem |
| # g\_body : b2Body\*  # g\_pixmap : QGraphicsPixmapItem  # g\_size : QsizeF  # g\_world : b2world \*  # g\_worldsize : static QsizeF  # g\_windowsize : static QsizeF |
| +GameItem(world : b2World \*)  +~GameItem()  +setGlobalSize(worldsize : QSizeF, windowsize: QSizeF)  +<<slots>>paint() : void  +setsleep(bool a): void |



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| MainWindow |
| -scene:QGraphicsScene \*  -world:b2World \*  -itemList: QList<GameItem \*>  -PigList : QList<Pig \*> P  -BarrierList: QList<Barrier \*>  -BirdList : QList<Bird \*>  -timer : QTimer  -Score : QLabel \*  -\*end, \*restart: QPushButton  -piggy1,piggy2,piggy3: float  -bar1,bar2,bar3,bar4,bar5,bar6,bar7: float  -num[10]={0}: int  -\*pig1,\*pig2,\*pig3: Pig  -\*birdie1,\*birdie2,\*birdie3,\*birdie4: Bird  -\*barrier1,\*barrier2,\*barrier3,\*barrier4,\*barrier5,\*barrier6,\*barrier7: Barrier  -birdplay=0: int  -play=0: int  -birdnum =4: int  -score=0: int  -sling :Sling \*  -int s=0: int |
| +<<explicit>> MainWindow(QWidget \*parent = 0);  ~*MainWindow*();  + *showEvent*(QShowEvent \*):void  + *eventFilter*(QObject \*,QEvent \*event) :bool  + *closeEvent*(QCloseEvent \*):void  +<<singnals>>quitGame():void  + <<slots>> tick():void  + <<slots>>QUITSLOT(): void  + <<slots>>deleteitem() :void  + <<slots>>restartgame(): void  + <<slots>>endgame() :void  + <<slots>>playgame() :void  + <<slots>>button() :void |

遊戲玩法:

(1)兩個按鈕分別是重玩遊戲以及結束

(2)黑鳥；按s鍵->會往下跑

(2)黃鳥；按s鍵->會加速

(2)藍鳥；按s鍵->會往上跑

Screen shot:

