

功能:一般的小豬

功能:當射出去後按一下,他會變身成鋼鐵肥肥,重量增加一倍

功能:當射出去之後,按一下會往下墜

功能:當射出去之後,按一下他會變大

UML Diagram

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| MainWindow |
| -scene: QgaphicsScene\* - superbird2:subird1 \* - text:QTextEdit \*  -timer: QTimer - superbird3:subird1 \* - shoot:building \*  - birdie:Bird \* - superbird4:subird2 \* - build:building \*  - birdie1:Bird \* - superbird5:subird2 \* - build1:building \*  - superbird:subird \* -restart:QPushButton \* - build2:building \*  - superbird1:subird \* - exi :QPushButton \* - build3:building \*  - build4:building \* - ha:bg \* - ti:QTimer \*  - biti:QTimer \* - biti1:QTimer \* - biti2:QTimer \*  - biti3:QTimer \* -int timecheck - timecheck1:int  - orix :int - oriy :int - rex:int  - rey:int - mx:int - my:int  - vx:int - vy:int - test:int  - test1:int - laugh:int - int timerclose  -score:int |
| +<<ecplict>>MainWindow(parent:QWight\*=0):void -<<slot>> checkbird2():void  +~MainWindow() -<<slot>> checkbird3():void  +showEvent(QShowEvent\*):void  +eventFilter(QObject\*,event:QEvent):bool  +closeEvent(QCloseEvent\*):void  -<<slots>> tick():void  -<<slot>>QUITSLOT():void  -<<slot>> QUIT():void  -<<slot>> NEW():void  -<<slot>> advance():void  -<<slot>> checkbird():void  -<<slot>> checkbird1():void |

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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  +disapp():bool |

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

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

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

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| superbird |
| +yellowbird(x:float,y:float,radius:float,timer:QTimer\*,  Pixmap:QPixmap,world:b2World\*,  scene:QGraphicScene\*,density float)  + setLinearVelocity(b2Vec2 velocity): void  +supergo():virtual void  +disapp():bool |

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| Superbird1 |
| +yellowbird(x:float,y:float,radius:float,timer:QTimer\*,  Pixmap:QPixmap,world:b2World\*,  scene:QGraphicScene\*,density float)  + setLinearVelocity(b2Vec2 velocity): void  +supergo():virtual void  +disapp():bool |

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| Superbird2 |
| +yellowbird(x:float,y:float,radius:float,timer:QTimer\*,  Pixmap:QPixmap,world:b2World\*,  scene:QGraphicScene\*,density float)  + setLinearVelocity(b2Vec2 velocity): void  +supergo():virtual void  +disapp():bool |