## Game -worldObjects: QSortedList GameObject -levelInitial: QSortedList GameObject -levelSpawn: QSortedList GameObject -scores: struct -stepSize: const int +eventsToHandle: QList struct -playerObjPointer: \*Player +states: QMultiHash -keyInputs: Input +~Game(...) +start(): void +getStepSize(): int -appendWorldObjects(): void -reduceWorldObjects(): void -evaluateInput(): void -calculateMovement(): void -detectCollision(): void -correctMovement(): void -handleEvents(): void -renderGraphics(&worldObjects:QSortedList gameObject, position:int): void sound(states:QMultiHash): void gameEnd()

## Input -keyevents: QSet -keyactions: QSet +Input(...) +~Input(...) -keyeventsFilter(&event:QEvent) -update\_keyactions() +get keyactions(): QSet

## **AudioControl**

udiostates: QMultiHash

+AudioControl(...)

+add(states:QMultiHash) -check(states:OMultiHas

-start(states:QMultiHash)
-stop(states:QMultiHash)

+setVolume()
+setPlaytype()
+startPlaying()

~Audio(...)

**Audio** 

## MovingObject : GameObject **GameObject** -speedX: int #posX: int -speedY: int #posY: int +MovingObject(...) -length: int -height: int +~MovingObject() Shoot : MovingObject type: enum +setPosX(posX:int): void -inflictedDamage: int +setPosY(posY:int): void #collisionType: enum +getSpeedX(): int +Shoot(...) +GameObject(...) +getSpeedY(): int +~Shoot(...) +~GameObject(...) +setSpeedX(speedX:int): void +update(): void +getPosX(): int +setSpeedY(speedY:int): void +getInflictedDamage(): int +getPosY(): int #updatePosition(): void +getLenght(): int +update(): void +getHeight(): int +getType(): enum +getCollisionType(): enum Player: MovingObject Enemy: MovingObject -health: int -alcoholLevel: int -fireRate: const int -ammunition: int -fireCooldown: int -fireCooldown: int -inflictedDamage: int -fireRate: const int -death: bool -immunityCooldown: int +Enemy(...) -jumpTableIndex: int +~Enemy(...) -jumpTable: const int[] +update(): void -jumpActive: bool +setHealth(health:int): void +Player(...) +getHealth(): int +~Player(...) +setDeath(death:bool) +update(): void +getDeath(): bool +getHealth(): int +getInflictedDamage(): int +setHealth(health:int): void +increaseAmmunition(): void +decreaseAmmunition(): void +getAmmunition(): int +setImmunityCooldown(ImmunityCooldown:int): void +getImmunityCooldown(): int +setJump(jump:bool): void

