--UML diagram

UI Window:

MainWindow
-ui:Ui::MainWindow *;   -scene:QGraphicsScene * ;
+MainWindow()   -on_pushButton_1_clicked();   -on_pushButton_4_clicked();   -on_pushButton_2_clicked();   -delay(millisecondsToWait:Integer):void;

About
-ui:Ui::About *
+About()

Score_window
-s:integer   -ui:Ui::Score_window *
+Score_window()   +getNUM(int)   +SHOW()   +~Score_window()

Objects:

AddDrum
-color:integer   -ss:Score   -player:QMediaPlayer *
+keyPressEvent(QKeyEvent *event)   +Dscorenumber():integer   +keyPressEvent(QKeyEvent *event)   slots: +move()   +generate()

BigDrumBlue
+BigDrumBlue(QGraphicsItem * parent = 0)   slots: +Hide()

BigDrumRed
+BigDrumRed(GraphicsIteem * parent = 0) slots: +Hide()

Circle
+Circle(QGraphicsItem * parenet = 0)

Game
-bigdrumred:BigDrumRed * -bigdrumblue:BigDrumBlue * -circle:Circle * -t:TT * -adddrum:AddDrum * -scene:QGraphicsScene * -Swindow:QgraphicsScene * -view:QGraphicsView * -Sview:QGraphicsView * -num:integer
+Game() +delay(integer) +stop() +Play()

Score
+Score(parent:QgraphicsItem*) +plus(integer) +delay(integer)

scoretext
+scoretext(parent: QGraphcisItem *)

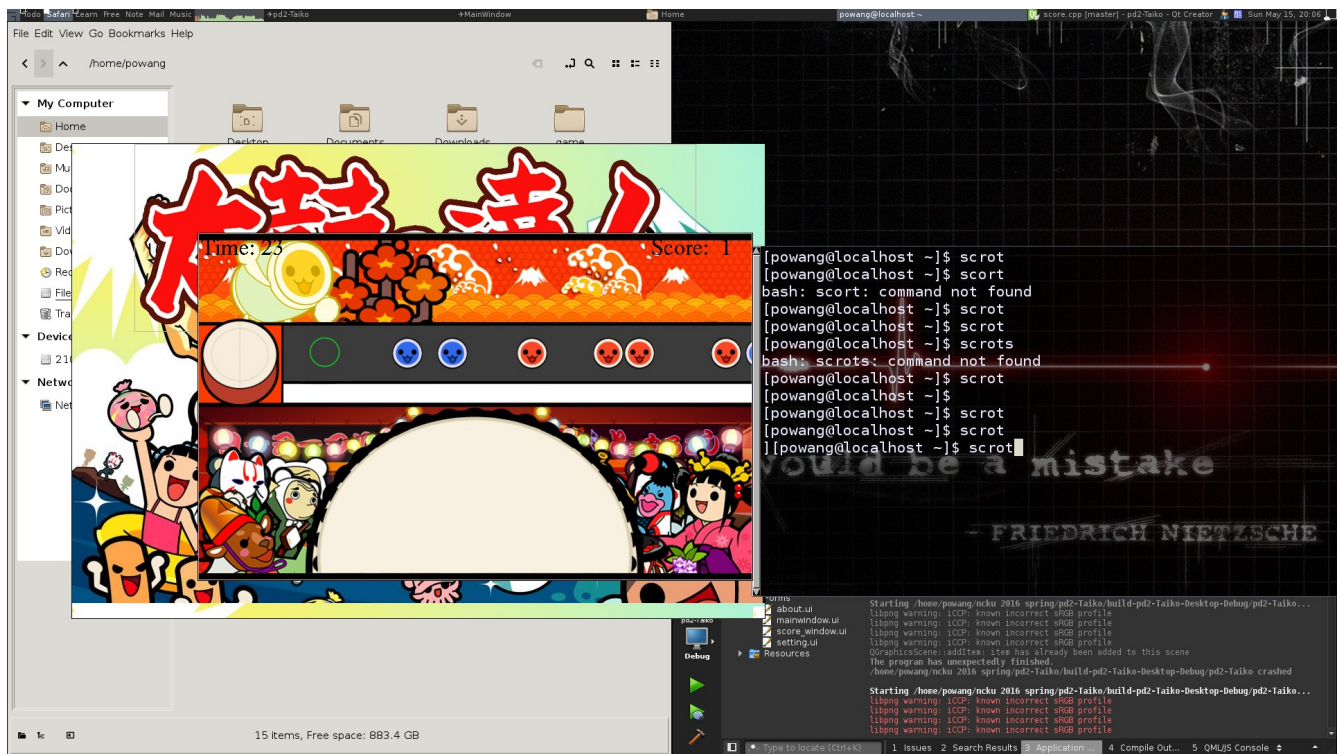| TT |
| --- |
| -time_left:integer
-score:integer |
| +TT(parent QGraphicsItem *)
+~TT()
+ctime()
+player:QMediaPalyer * |

--ScreenShot

1. Start menu : include Start
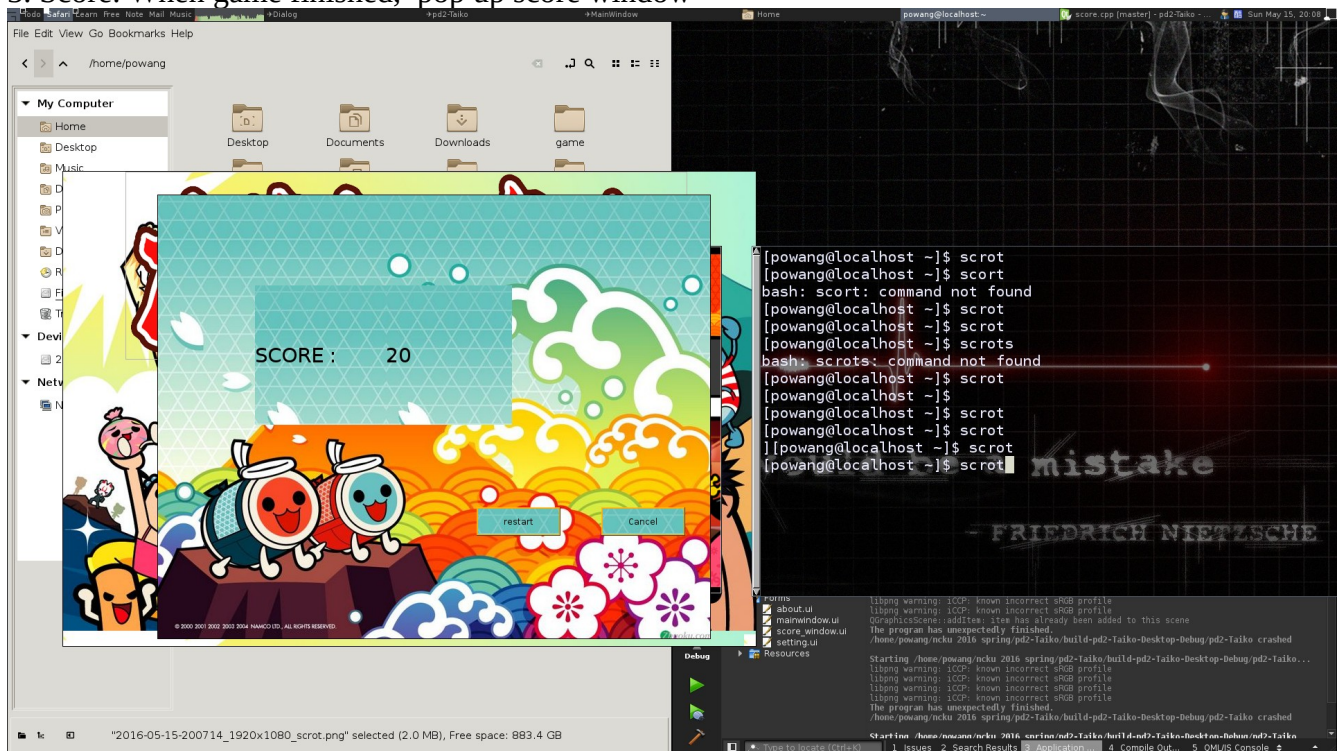   Usage
                          About
                          Exit

2. In Game: after pushing start button in start menu

3. Score: When game finished, pop up score window

4.About

5.Usage: Tell you how to play game

--How to Play

in start menu, push Start. The game will begin. If there comes red drum to the green circle , press Keyboard's L to elimate it, otherwise , if there comes blue drum , press S to eliminate it. After 30 seconds , the game will stop. And then , score menu will appear. It shows how many scores did you gain in game. Press " restart " or " cancel " to restart game or exit game.

--Program Architecture

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exit game

About

Start menu

Usage

Game screen

start game

Time

Score

30 seconds

drum

add drum

times up

Score

restart

cancel