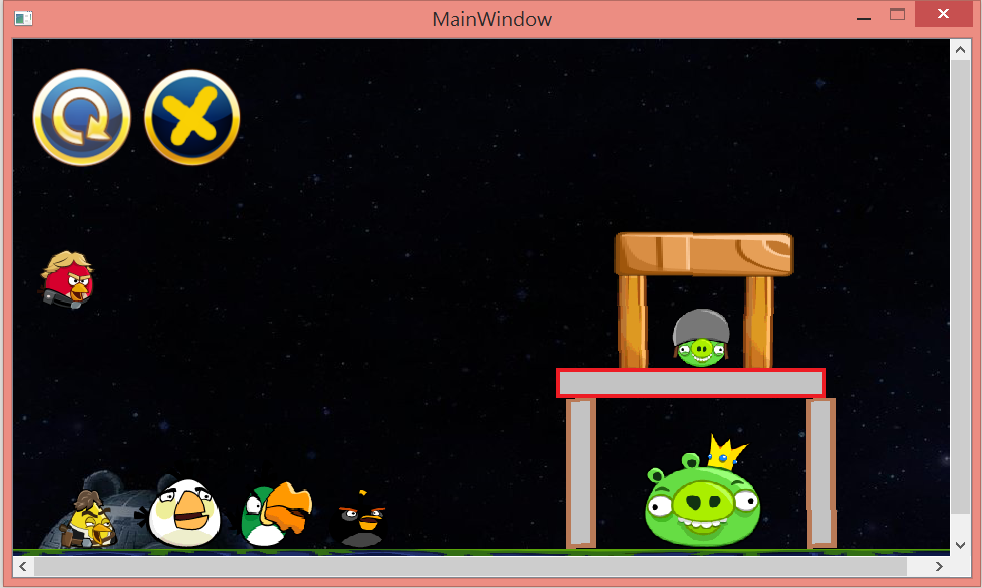
UML Class Diagram :

|  |
| --- |
| MainWindow |
| -QPushButton \*restart;  -QPushButton \*Exit;  +ix: int  +iy : int  + finalx : int  + finaly : int  +presstime :int  -Bird \*birdie;  -Bird2 \*birdie2;  -Bird3 \*birdie3;  -Bird4 \*birdie4;  -Bird5 \*birdie5;  -STONE \*stone ;  -STONE \*stoneb;  -STONE \*stonec ;  -STONE \*stoned;  -STONE \*stonee ;  -STONE \*stonef;  -PIG \*pig;  -PIG \*pig2;  -Ui::MainWindow \* : ui  QGraphicsScene \*scene;  b2World \*world;  b2World \*world2;  QList<GameItem \*> itemList;  QTimer timer; |
| <<constructor>>+ MainWindow  + *showEvent*(QShowEvent \*) : void  + *eventFilter*(QObject \*,QEvent \*event) : bool  + *closeEvent*(QCloseEvent \*) : void  + quitGame() : void  - tick():void  - QUITSLOT():void  - Restart():void  - QUIT():void  - position():void  - *keyPressEvent*(press : QKeyEvent \*): void  - *keyReleaseEvent*(release : QKeyEvent \*): void |

Screen shot :







How to play ?

先拉紅鳥，次拉黃鳥，中途按滑鼠便產生技能，再拉白鳥，中途按滑鼠便產生技能，再拉綠鳥，中途按滑鼠便產生技能，最後拉黑鳥，中途按滑鼠便產生技能

Program architecture :

先建立上下左右的邊界，次生成不會動的鳥，然後再生成障礙物，方法和鳥一樣，接著利用計算滑鼠拉動的距離換算成速度射出，再來設定每隻鳥的技能，最後，製作RESTART 和 EXIT 的按鈕，完成Project3