objeto

QGraphicsPixmapItem *pixmapItem; QRectF rect;

+Objeto(greal x, greal y, greal width, greal height, const QString &imagePath, QGraphicsttem* parent = nulliptr); +boundingRect() const override; + void paint(QPainter *painter, const QStyleOptionGraphicsttem *option, QWidget *widget = nulliptr) override;

+ QGraphicsPixmapItem *pixmapItem; + QRectF rect;

MainWindow

-Ui:MainWindow *ui:
-QGraphicsView *vista;
-QGraphicsScene *escena;
-Barco *barcosNPC;
-QListCobjeto* *laros;
-QProgressBa* *energiaBar;
-QProgressBa* renergiaTimer;
-QTimer *npcTimer;

+MainWindow(QWidget *parent = nullptr);
-MainWindow();
+void keyPressExern(CKeyEvent *event) override;
+ void regenerarEnergia();
+ void movenPPCQ;
void detectarCollsiones();
void mostrarMensajeDeAillo();
void mostrarMensajeDeVictoria();

Barco

-QPixmap sprite; -int filaActual; -int frameActual; -int anchoFrame; -int altoFrame;

+Barco(QGraphicsItem *parent = nullptr); +Barco(const QString &imagePath, int fila, QGraphicsItem *parent = nullptr); // Nuevo constructor +void setFilaActual(int fila); +void mover(); +void actualizarFrame();