Readme- Ships.cpp

OBJECTIVES:

Creates and manages a ship including it's health, movement etc.

QT FEATURES USED:

QPixmap – Adds graphics by giving an image for the ship.

QList and QPointF – For tracking the ship along it's path (described by the points in the list)

qmath.h – Provides additional math functions for manipulating movement of the ship.

QMediaPlayer – For playing game music.

QBrush – To create a health bar for the player's ship.

QObject – included for making use of slots.

QMessageBox – To create a dialog box which displays who won the game.

VARIABLES AND MEMBER FUNCTIONS:

*win, *splash – QMediaPlayer objects to play game music.

points – list of points which then ships should traverse.

dest – current destination point of the ship

dest_index – keeps track of the current destination's index in the list of points.

max_h – max health of the ship

pcode – player code

distance – distance travelled by the ship.