Readme- Bullet.cpp

OBJECTIVES:

Creates and manages a bullet including maintaining range, removing from scene etc.

QT FEATURES USED:

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

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

QObject – included for making use of slots.

VARIABLES AND MEMBER FUNCTIONS:

maxRange – indicates the maximum range that a bullet can travel.

distanceTravelled – keeps note of the distance travelled by the bullet.

*s – points to the ship colliding with the bullet.

theta, dx, dy – manipulates rotation and movement of the bullet.

move() - moves the bullet forward

active – indicates whether bullet is present in scene or removed

damage – value by which bullet reduces health of ships