Readme- Path.cpp

OBJECTIVES:

Describes a path where the ships can move.

QT FEATURES USED:

QGraphicsPolygonItem – Creates a polygon which covers the path.

QVector and QPointF – Used for specifyiyng the vertices of the path polygon.

QGraphicsItem – manipulation with various game objects like setting opacity .

VARIABLES AND MEMBER FUNCTIONS:

*path_area – a polygon which covers the path

path_points – a vector of end points of the path polygon

iscolliding() - a function which decides if a tower is in the ship's path.