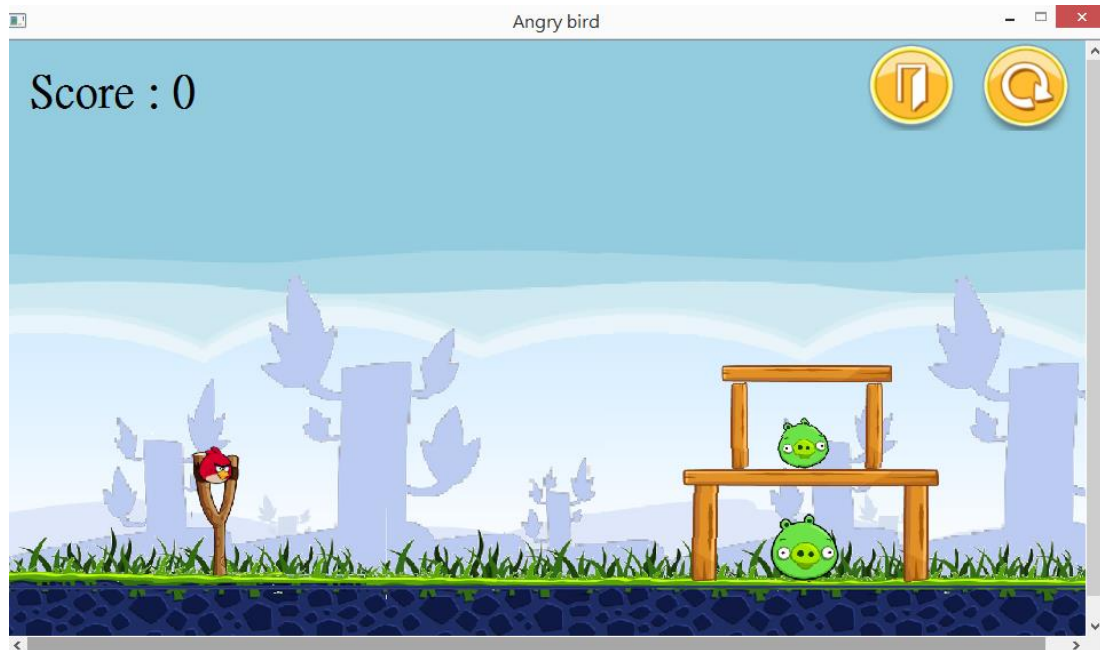


Project 3 – Angrybird

F74046145 廖允誠

開始畫面



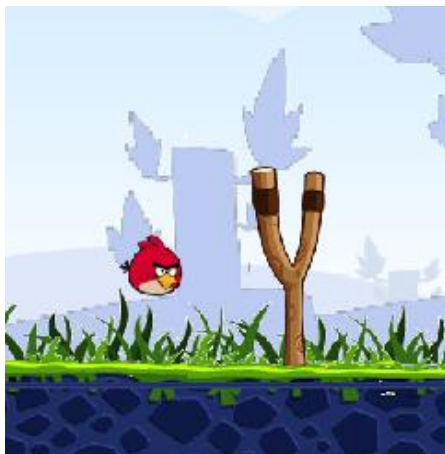
右上角有 exit 和 restart 鍵，左上角顯示分數

畫面上已經有第一隻鳥和我們的關卡

豬豬 x2 和一堆木頭

豬來了～

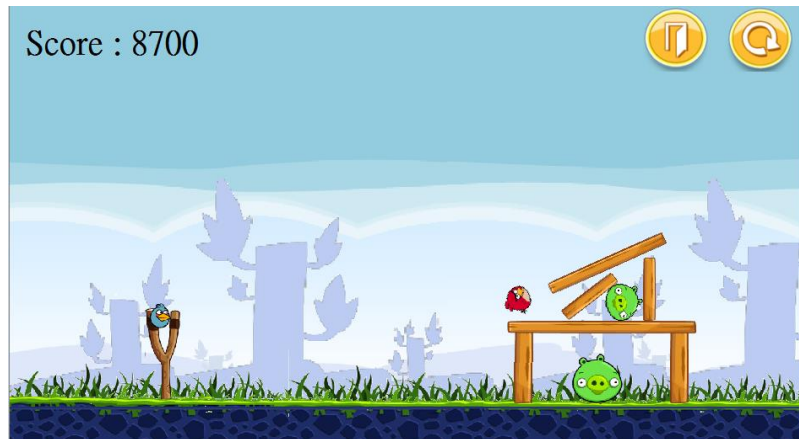
另外有下邊界跟右邊界會反彈(怕飛到右邊不見=)



拉弓



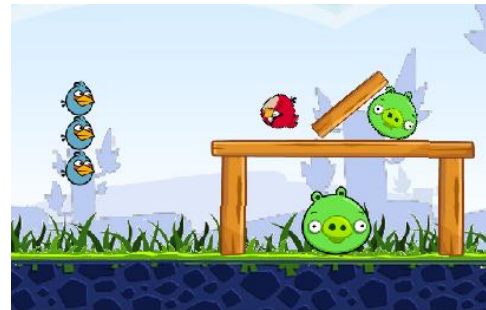
射出



豬不會消失，但是只要讓他移動就會計分
按一下右鍵叫出下一隻鳥><



一隻藍鳥



影分身!!x3

在飛行途中按一下左鍵就會分裂成三隻
威力 x3!!!!!!!或許吧



黃鳥 okgogooo

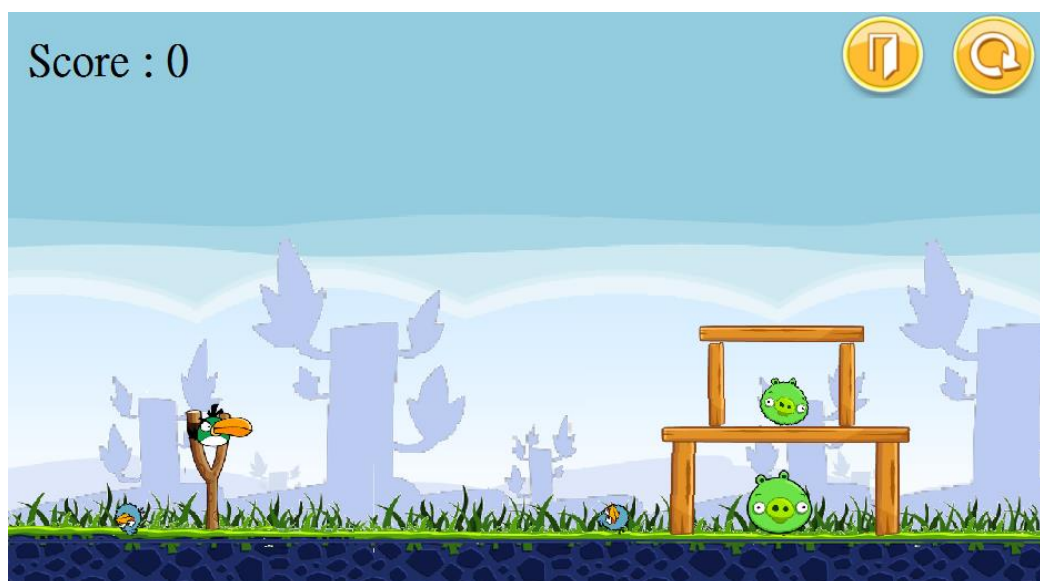


Fly fly fly



碰!

按一下左鍵變快衝擊，用力碰撞飛出，刺激快感的好選擇



最後登場綠綠迴旋鳥



準備~~!!



沒打到 QQ

其實迴旋好難寫喔 T_T

我讓他往後飛而已

沒關係相信前面的鳥大家已經很高分了 XD

之後就按 exit 按鈕離開或 restart 鍵重來吧!!!!

*UML Diagram

MainWindow: inherit QMainWindow	
-scene: QGraphicsScene *	
-world: b2World *	
-itemList: QList<GameItem *>	
-timer: QTimer	
-gameBg: QGraphicsPixmapItem,*	
-gameCatapult: QGraphicsPixmapItem *	
-restart: QPushButton *	
-exit: QPushButton *	
-scoreBoard: QLabel *	
-bgm: QMediaPlayer *	
-wee: QMediaPlayer *	
-bird[4]: Bird *	
-pig[2]: Bird *	
-building[6]: Obstacle *	
-birdType: int	
-scene: QGraphicsScene *	
-world: b2World *	
-itemList: QList<GameItem *>	
-timer: QTimer	
-gameBg: QGraphicsPixmapItem,*	
-gameCatapult: QGraphicsPixmapItem *	
-restart: QPushButton *	
-exit: QPushButton *	
-scoreBoard: QLabel *	
-bgm: QMediaPlayer *	
-wee: QMediaPlayer *	
-bird[4]: Bird *	
-pig[2]: Bird *	
-building[6]: Obstacle *	
-birdType: int	
-score: int	
-timecount: int	

-x: double
-y: double
-pressX: double
-pressY: double
-r: double
-pig1_vx: float
-pig1_vy: float
-pig1_angle: float
-pig2_vx: float
-pig2_vy: float
-pig2_angle: float
-playGame: bool
+<<explicit>> MainWindow(QWidget *parent = 0): void
+~MainWindow()
+showEvent(QShowEvent *): void
+eventFilter(QObject *,event: QObject): bool
+closeEvent(QCloseEvent *): void
+<<signals>>quitGame(): void
+startGame(): void
+restartGame(): void
-<<slots>>tick(): void
-<<slots>>QUITSLOT(): void

Gameltem: inherit QObject

+g_body: b2Body *
+g_pixmap: QGraphicsPixmapItem
+g_size: QSizeF
+g_world: b2World *
+g_worldsize: static QSizeF
+g_windowsize: static QSizeF
+Gameltem(world: b2World *)
+~Gameltem()
+setGlobalSize(worldsize:QSizeF, windowsize: QSizeF): static void
+<<slots>>paint(): void

Obstacle: inherit GameItem

+Obstacle(x: float, y: float, w: float, h: float, timer: QTimer *, pixmap: QPixmap, world: b2World *, scene: QGraphicsScene *)

Bird: inherit GameItem

+Bird(x: float, y: float, radius: float, timer: QTimer *, pixmap: QPixmap, world: b2World *, scene: QGraphicsScene *)

+setLinearVelocity(velocity: b2Vec2):void

+skill(): virtual void

-startx: float

-starty: float

-useTimes: int

-clicked: bool

-bodydef: b2BodyDef

BlueBird: inherit GameItem

+BlueBird(x: float, y: float, radius: float, timer: QTimer *, pixmap: QPixmap, world: b2World *, scene: QGraphicsScene *)

+~Bluebird()

+skill(): void

-t: QTimer *

-image: QPixmap

-w: b2World *

-s: QGraphicsScene *

-blue[2]: Bird

YellowBird: inherit Gameltem

+YellowBird(x: float, y: float, radius: float, timer: QTimer *, pixmap: QPixmap, world: b2World *, scene: QGraphicsScene *)

+skill(): void

GreenBird: inherit Gameltem

+GreenBird(x: float, y: float, radius: float, timer: QTimer *, pixmap: QPixmap, world: b2World *, scene: QGraphicsScene *)

+skill(): void

Land: inherit Gameltem

+Land(x: float, y: float, w: float, h: float, timer: QTimer *, pixmap: QPixmap, world: b2World *, scene: QGraphicsScene *)

*Inheritance Relationship

