Project 3 – Angrybird

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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 |

|  |
| --- |
| GameItem: inherit QObject |
| +g\_body: b2Body \* |
| +g\_pixmap: QGraphicsPixmapItem |
| +g\_size: QSizeF |
| +g\_world: b2World \* |
| +g\_worldsize: static QSizeF |
| +g\_windowsize: static QSizeF |
| +GameItem(world: b2World \*) |
| +~GameItem() |
| +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 GameItem |
| +YellowBird(x: float, y: float, radius: float, timer: QTimer \*, pixmap: QPixmap, world: b2World \*, scene: QGraphicsScene \*) |
| +skill(): void |

|  |
| --- |
| GreenBird: inherit GameItem |
| +GreenBird(x: float, y: float, radius: float, timer: QTimer \*, pixmap: QPixmap, world: b2World \*, scene: QGraphicsScene \*) |
| +skill(): void |

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

\*Inheritance Relationship

**MainWindow**

**YellowBird**

**BlueBird**

**GameItem**

**Bird**

**GreenBird**

**Obstacle**

Land