

## GameController

QList < QPair < GameObject Model \*, std::vector<

Node > > m models

 QSharedPointer< GameView</li> m view

 QPointer< GameObject</li> > m\_protagonist

- int m\_gameLevel

State m\_gameState

 View m gameView int m\_health\_packs

int m enemies

QSize m\_levelSize

+ GameController(QSize size={40, 25})

+ void startGame()

+ void updateEnergy()

+ void updateHealth() + void characterMove

(Direction to) + void characterAttack()

+ void updateLevel(Direction

direction) void updateGameView

(View view) + void dataChanged(QMap

< DataRole, QVariant · objectData) + void emitLevelUpdates()

+ void createNewLevel (int level)

+ void automaticAttack() + void executePath(std

::vector< int > path, bool fully=false) + void setState(State

new state) + void setView(QSharedPointer

< GameView > view)

+ State getState() + QSharedPointer< GameView

> getView() + View getGameView()

+ void pathFinder(int x=-1, int y=-1)

 void disconnectCurrentModel() void connectCurrentModel()

\* void setState(State new state) \* void setView(QSharedPointer

< GameView > view)

\* State getState() \* QSharedPointer< GameView

> getView() \* View getGameView()