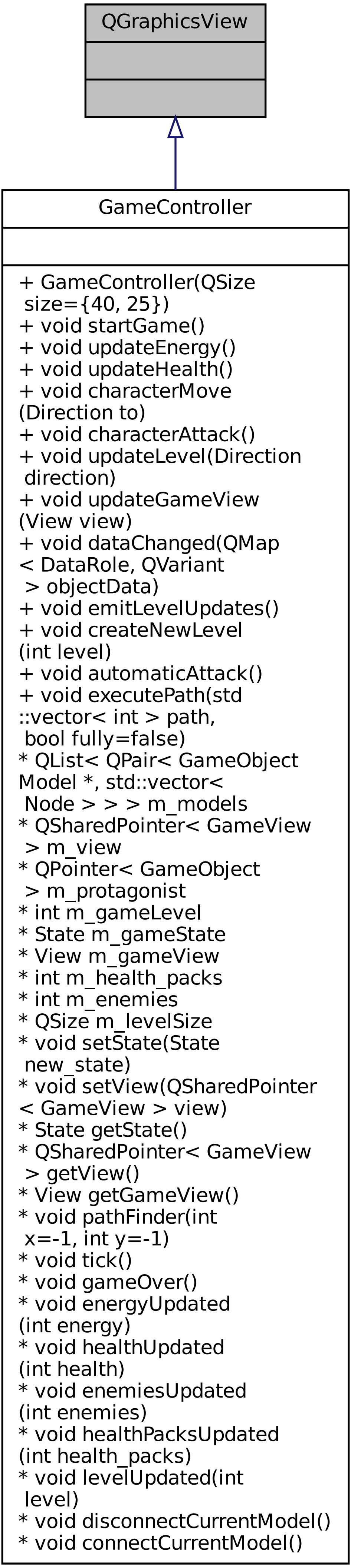

```
+ GameController(QSize
 size={40, 25})
+ void startGame()
+ void updateEnergy()
+ void updateHealth()
+ void characterMove
(Direction to)
+ void characterAttack()
+ void updateLevel(Direction
 direction)
+ void updateGameView
(View view)
+ void dataChanged(QMap
< DataRole, QVariant
 > objectData)
+ void emitLevelUpdates()
+ void createNewLevel
(int level)
+ void automaticAttack()
+ void executePath(std
::vector< int > path,
 bool fully=false)
* QList< QPair< GameObject
Model *, std::vector<
 Node > > > m_models
* QSharedPointer< GameView
 > m_view
* QPointer< GameObject
 > m_protagonist
* int m_gameLevel
* State m_gameState
* View m_gameView
* int m_health_packs
* int m_enemies
* QSize m_levelSize
* 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 tick()
* void gameOver()
* void energyUpdated
(int energy)
* void healthUpdated
(int health)
* void enemiesUpdated
(int enemies)
* void healthPacksUpdated
(int health_packs)
* void levelUpdated(int
 level)
* void disconnectCurrentModel()
* void connectCurrentModel()
```