

- + virtual ~Renderer()
- + GamePixmapItem \* renderGame Objects(QList< QMap< DataRole, QVariant >> objectData)
- + virtual GamePixmapItem
- \* renderGameObject(QMap
- < DataRole, QVariant > objectData)
- + virtual void renderGameObject
- (QMap < DataRole, QVariant
- > objectData, GamePixmapItem \*item)
- + QPixmap rotatePixmap
- (const QPixmap &originalPixmap, int direction)
- int direction)
- + Qlmage rotatelmage (const Qlmage &image,
- int direction)
- # QImage animateHealthPack (int health, GamePixmapItem \*item)
- # QPropertyAnimation
- \* animateTint(QColor
- final, QColor initial
- $=\{0, 0, 0, 0\}$
- # QPropertyAnimation \* animateAttack(int
- dir, bool attacking)
- # QPropertyAnimation
  \* animateBounce()
- # OPropertyAnimation
  - \* animateHealth(Direction dir)
- # QPropertyAnimation
- \* animateHide()

OverlayRenderer
+ OverlayRenderer()