

## GameObjectModel

- QList< QList< QPointer</li>GameObject > > > m world
- + GameObjectModel(QList
- < QList< QPointer< GameObject >>> world)
- + const OSharedPointer
- < T > & getBehavior(int
- x, int y, ObjectType type) const
- + bool setBehavior(int
- x, int y, ObjectType type, QSharedPointer
- < T > behavior)
- + QPointer< GameObject
- > getObject(int x, int
- y, ObjectType type) const
- + void setItem(int x,
- int y, QPointer< GameObject
  > object)
- + int getRowCount() const
- + int getColumnCount
- () const
- + QList< QList< QMap
- < DataRole, QVariant
  > > > qetAllData(bool)
- const
- + QList< QList< QList
- < QMap< DataRole, QVariant >>> getAllData() const
- + OList< OPointer< GameObject
- > > getObject(ObjectType
- type) const
- + const QPointer< GameObject
- > getNeighbor(QPoint location, double direction, int offset) const