QMap < std::type index, QObject QSharedPointer < Behavior > > -m behaviors GameObject + GameObject(QMap < DataRole, QVariant > objectData) + GameObject() + ~GameObject() + const QPointer< GameObject > findChild(ObjectType type) + QVariant getData(DataRole role) const + QMap < DataRole, QVariant > getData() const + QList< QMap< DataRole, QVariant > > getAllData (bool self=true) const + void setData(DataRole role, QVariant value) + void setData(QList < QPair< DataRole, QVariant >> data) + const QList< QPointer < GameObject > > getAllNeighbors (int offset=0) const + const QPointer< GameObject > getNeighbor(double direction, int offset=0) const + const QPointer< GameObject > getNeighbor(Direction direction, int offset=0) const + void setBehavior(QShared Pointer < T > behavior) + QSharedPointer< T > getBehavior() const + void removeBehavior() + const QList< QSharedPointer < T > > getAllBehaviors () const + bool event(QEvent \*event) override + void setData(const QMap < DataRole, QVariant > &data) + bool operator==(GameObject const &obj) const + bool operator==(ObjectType const &type) const + bool hasChild(ObjectType type) const + bool hasChild(QPair < ObjectType, ObjectType > range) const + const GameObject \* nearest(QPair < ObjectType, ObjectType > range) const + const GameObject \* nearest(ObjectType type) const + const QPointer< GameObject > findChild(QPair< ObjectType, ObjectType > range)

QMap< DataRole, QVariant >

'-m objectData