Behavior

QPointer< GameObject
> m_owner

+ Behavior(QPointer
< GameObject > owner)
+ virtual ~Behavior()=0
+ Behavior()=delete
+ Behavior & operator
=(const Behavior &)

Attack

+ static const struct
Attack::SETTINGS Settings

+ Attack(QPointer< GameObject
> owner)
+ Attack()=delete
+ virtual ~Attack()=0
+ Attack & operator=
(const Attack &)
+ virtual int attack
(const QPointer< GameObject
> &target)=0
+ virtual int attack
(Direction direction)=0
+ virtual int attack()=0
+ virtual int getAttacked
(const QPointer< GameObject
> &by, int strength)=0

GenericAttackBehavior

+ GenericAttackBehavior
(QPointer< GameObject
> owner)
+ GenericAttackBehavior
()=delete
+ int attack(const QPointer
< GameObject > &target)
override
+ int attack(Direction
direction) override
+ int attack() override
+ int getAttacked(const
QPointer< GameObject
> &by, int strength)
override

CounterAttackBehavior

+ CounterAttackBehavior
(QPointer< GameObject
> owner)
+ int getAttacked(const
QPointer< GameObject
> &by, int strength)
override