## QGraphicsScene

## GameView

- QSharedPointer< Renderer
> m_renderer
- QList< QList< GamePixmap
Item * > > m_tiles

+ GameView(QObject *parent
=nullptr)
+ void createScene(const
QList< QList< QList<
QMap< DataRole, QVariant
>>>> &gameObjects, QSharedPointer
< Renderer > renderer=nullptr)
+ void setRenderer(QShared
Pointer< Renderer > newRenderer)
+ void dataChanged(QMap
< DataRole, QVariant
> objectData)
- GamePixmapItem * getPixmap
Item(int x, int y, QVariant type)