

QList < QPair < GameObject Model \*, std::vector<

Node > > mmodels

QSharedPointer< GameView</li>

view m

QPointer< GameObject

> m\_protagonist

int m\_gameLevel State m\_gameState

View m gameView

int m\_health\_packs

int m enemies

QSize m\_levelSize

+ GameController(QSize

 $size = \{40, 25\}$ ) + void startGame()

+ void updateEnergy()

+ void updateHealth() + void characterMove

(Direction to)

+ void characterAttack() + void updateLevel(Direction

direction) void updateGameView

(View view)

+ void dataChanged(QMap < DataRole, QVariant > objectData)

+ void emitLevelUpdates() + void createNewLevel

(int level) + void automaticAttack() + void executePath(std

::vector< int > path, bool fully=false) + void setState(State new state)

+ void setView(QSharedPointer < GameView > view) + State getState() + QSharedPointer< GameView

+ View getGameView() + void pathFinder(int

x=-1, int y=-1) void disconnectCurrentModel() void connectCurrentModel() \* void setState(State

new state) \* void setView(QSharedPointer < GameView > view) \* State getState()

\* QSharedPointer< GameView > getView()

\* View getGameView()

> getView()