

Node > > m models OSharedPointer< GameView

> m view

 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 > obiectData)

+ 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</p> > getView() + View getGameView()

+ void pathFinder(int

x=-1, int y=-1) void disconnectCurrentModel() void connectCurrentModel()