Behavior

QPointer< GameObject
> m_owner

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

Movement

+ static const struct
Movement::SETTINGS
Settings

+ Movement(QPointer
< GameObject > owner)
+ Movement()=delete
+ virtual ~Movement()=0
+ Movement & operator
=(const Movement &)
+ virtual bool stepOn
(const QPointer< GameObject
> target)
+ virtual bool stepOn
(Direction direction)
+ virtual bool isSteppable()
+ virtual bool getSteppedOn
(const QPointer< GameObject
> &source)

GenericWalkableBehavior

+ GenericWalkableBehavior
(QPointer< GameObject >
owner)
+ GenericWalkableBehavior
()=delete
+ bool isSteppable()
override

NewLevelOnStep

+ NewLevelOnStep(QPointer
< GameObject > owner)
+ NewLevelOnStep()=delete
+ bool getSteppedOn(const
QPointer< GameObject
> &source) override