int **#CELL SIZE** Renderer + virtual ~Renderer() + GamePixmapItem * renderGame Objects(OList< OMap< DataRole. OVariant >> objectData) + virtual GamePixmapItem * renderGameObject(OMap < DataRole, QVariant > objectData) + virtual void renderGameObject (OMap < DataRole, OVariant > objectData, GamePixmapItem *item) + OPixmap rotatePixmap (const QPixmap &originalPixmap, int direction) + Olmage rotateImage (const Qlmage &image, int direction) # QImage animateHealthPack (int health, GamePixmapItem *item) # QPropertyAnimation * animateTint(OColor final, QColor initial $=\{0, 0, 0, 0\}$ # OPropertyAnimation * animateAttack(int dir, bool attacking) # OPropertyAnimation * animateBounce() # QPropertyAnimation

* animateHealth(Direction dir)

QPropertyAnimation
* animateHide()