

> m controller OTimer \* m timer

 QMap< QString, std</li> ::pair< std::function

< void()>, QString > >

moveCommands

 QMap< QString, std</li> ::pair< std::function < void()>, QString > >

viewCommands QMap< QString, std</li>

::pair< std::function < void()>, QString > >

gameCommands QMap< QString, std</li> ::pair< std::function

< void()>, QString > >

zoomCommands - int m startTime

 int m elapsedSeconds + GameWindow(QWidget

\*parent=nullptr) + ~GameWindow() + QPointer< GameController

> getController() + Ui::GameWindow \* getUI() + QTimer \* getTimer() + void updateTime()

+ void processCommand() + void zoomBySlider(int

value) + void togglePause() + void updateLevel(unsigned int level, unsigned int

enemies, unsigned int health\_packs) + void gameOver() + void closeEvent(QCloseEvent \*event) override

+ void setSpriteView() + void setTextualView() + void setColorView()

# void keyPressEvent (QKeyEvent \*event) override

 bool eventFilter(QObject \*watched, QEvent \*event) override void showHelp()

void initializeCommands() void updatePathFindTrigger Button()