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

QPropertyAnimation * animateBounce() # QPropertyAnimation

* animateHealth(Direction dir)

QPropertyAnimation

* animateHide()

