

GameObject

· QMap< std::type_index, QSharedPointer< Behavior > m behaviors

 QMap < DataRole, QVariant > m objectData

+ GameObject(QMap < DataRole,

QVariant > objectData)

+ GameObject()

+ ~GameObject()

+ const QPointer < GameObject > findChild(ObjectType type)

+ QVariant getData(DataRole

role) const

+ QMap< DataRole, QVariant > getData() const

+ QList< QMap< DataRole,

QVariant > > getAllData (bool self=true) const

+ void setData(DataRole

role, QVariant value)

+ void setData(QList < QPair< DataRole, QVariant >> data)

+ const QList< QPointer</p> < GameObject > > getAllNeighbors

(int offset=0) const + const QPointer< GameObject > getNeighbor(double direction,

int offset=0) const + const QPointer< GameObject > getNeighbor(Direction

direction, int offset=0) const + void setBehavior(QShared Pointer< T > behavior)

+ QSharedPointer< T</p> getBehavior() const + void removeBehavior()

+ const QList< QSharedPointer < T > > getAllBehaviors () const + bool event(QEvent *event)

override + void setData(const QMap < DataRole, QVariant > &data)

+ bool operator==(GameObject const &obj) const

+ bool operator==(ObjectType const &type) const + bool hasChild(ObjectType

type) const + bool hasChild(QPair < ObjectType, ObjectType

ObjectType > range)

> range) const + const GameObject * nearest(QPair < ObjectType, ObjectType > range) const

+ const GameObject * nearest(ObjectType type) const + const QPointer< GameObject > findChild(QPair< ObjectType,