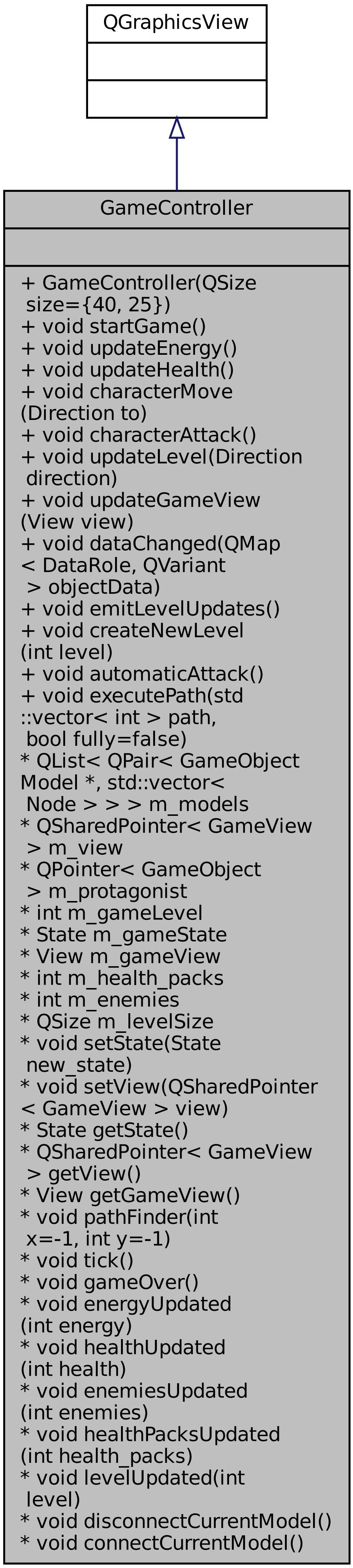
QGraphicsView
GameController
+ GameController(QSize size={40, 25})
+ void startGame()
+ void updateEnergy()
+ void updateHealth()
+ void characterMove(Direction to)
+ void characterAttack()
+ void updateLevel(Direction direction)
+ void updateGameView(View view)
+ void dataChanged(QMap< DataRole, QVariant > objectData)
+ void emitLevelUpdates()
+ void createNewLevel(int level)
+ void automaticAttack()
+ void executePath(std::vector< int > path, bool fully=false)
* QList< QPair< GameObjectModel *, std::vector< Node > > > m_models
* QSharedPointer< GameView > m_view
* QPointer< GameObject > m_protagonist
* int m_gameLevel
* State m_gameState
* View m_gameView
* int m_health_packs
* int m_enemies
* QSize m_levelSize
* void setState(State new_state)
* void setView(QSharedPointer< GameView > view)
* State getState()
* QSharedPointer< GameView > getView()
* View getGameView()
* void pathFinder(int x=-1, int y=-1)
* void tick()
* void gameOver()
* void energyUpdated(int energy)
* void healthUpdated(int health)
* void enemiesUpdated(int enemies)
* void healthPacksUpdated(int health_packs)
* void levelUpdated(int level)
* void disconnectCurrentModel()
* void connectCurrentModel()