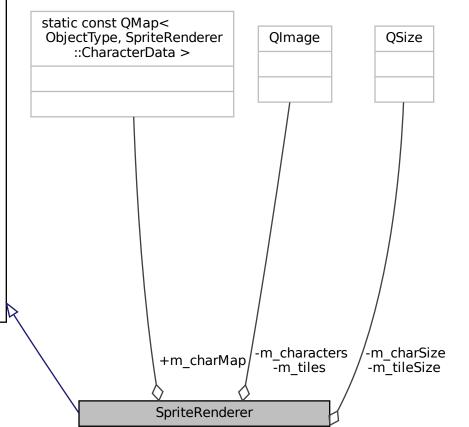


## Renderer

- + virtual ~Renderer()
- + GamePixmapItem \* renderGame Objects(QList< QMap< DataRole, QVariant >> objectData)
- + virtual GamePixmapItem
- \* renderGameObject(QMap
- < DataRole, QVariant > objectData)
- + virtual void renderGameObject (QMap< DataRole, QVariant
- > objectData, GamePixmapItem \*item)
- + QPixmap rotatePixmap (const QPixmap &originalPixmap, int direction)
- + Qlmage rotateImage (const Qlmage &image, int direction)
- # Qlmage animateHealthPack (int health, GamePixmapItem \*item)
- # QPropertyAnimation
- \* animateTint(QColor final, QColor initial
- $=\{0, 0, 0, 0\}$
- # QPropertyAnimation
- \* animateAttack(int
- dir, bool attacking)
- # QPropertyAnimation \* animateBounce()
- # QPropertyAnimation
- \* animateHealth(Direction dir)
- # QPropertyAnimation
- \* animateHide()



- + SpriteRenderer()
- + void renderGameObject

(QMap < DataRole, QVariant

- > data, GamePixmapItem
- \*item) override
- + GamePixmapItem \* renderGame Object(QMap< DataRole, QVariant
- > data) override
- Qlmage sliceFrames
  (Qlmage image, QLine diagonal, QPoint frameSize)
- QRect getTileRect(QMap
- < DataRole, QVariant > data)
- QRect getCharacterRect (ObjectType type)
- int calculateFrame (QVariant direction, int POVnum)
- QPropertyAnimation
- \* animateDeath(QPoint frame)