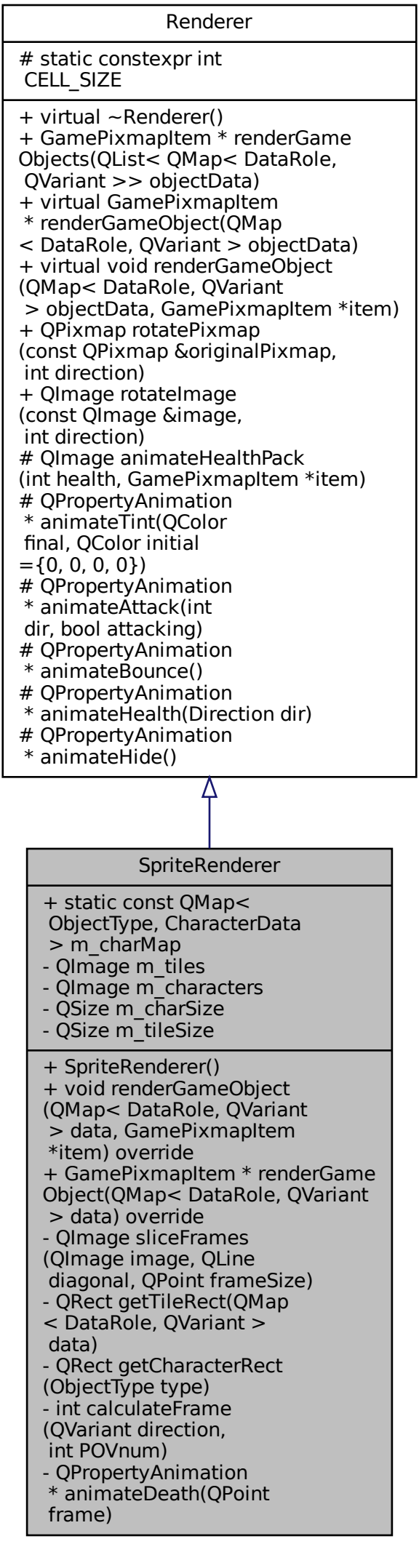
Renderer
static constexpr int
CELL_SIZE
+ virtual ~Renderer()
+ GamePixmapItem * renderGame
Objects(QList< QMap< DataRole,
QVariant >> objectData)
+ virtual GamePixmapItem
* renderGameObject(QMap
< DataRole, QVariant > objectData)
+ virtual void renderGameObject
(QMap< DataRole, QVariant
> objectData, GamePixmapItem *item)
+ QPixmap rotatePixmap
(const QPixmap &originalPixmap,
int direction)
+ QImage rotateImage
(const QImage &image,
int direction)
QImage 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
+ static const QMap<
ObjectType, CharacterData
> m_charMap
- QImage m_tiles
- QImage m_characters
- QSize m_charSize
- QSize m_tileSize
+ SpriteRenderer()
+ void renderGameObject
(QMap< DataRole, QVariant
> data, GamePixmapItem
*item) override
+ GamePixmapItem * renderGame
Object(QMap< DataRole, QVariant
> data) override
- QImage sliceFrames
(QImage 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)