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()

TextRenderer

+ void renderGameObject
(QMap< DataRole, QVariant
> data, GamePixmapItem
*item) override
- QImage renderTile(QMap
< DataRole, QVariant >
data)
- QImage renderCharacter
(QString str, QColor color,
int direction=0)