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| MainWindow |
| -scene: QgaphicsScene\* -x,pressx,y,pressy,r:double  -world: b2world\* -allbird[9]:Bird\*  -timer: QTimer -bound[4]:Land\*  -gamebk: QgaphicsScene\* -allpig[2]:pig\*  -gamearrow: QgaphicsScene\* -win:bool  -wingame: QgaphicsScene\* -whichbird:int  -restart:QPushButton -mlisten:mylisten  -quit:QPushButton |

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| +<<ecplict>>MainWindow(parent:QWight\*=0):void  +~MainWindow()  +showEvent(QShowEvent\*):void  +eventFilter(QObject\*,event:QEvent):bool  +closeEvent(QCloseEvent\*):void  -<<slots>> tick():void  -<<slot>>QUITSLOT():void  +basicgame():void  + freebasicgame():void |

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| GameItem |
| #g\_body:b2Body\*  #g\_pixmap: QgaphicsScene\*  #g\_size:QSizeF  #g\_world:b2World\*  #g\_worldsize:static QSizeF  #g\_windowsize:static QSizeF |

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| +GameItem(world:b2World\*)  +~GameItam()  +setGlobalSize(worldsize:QSizeF,windowsize:QSizeF):static void  +<<slots>>paint():void |

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| bird |
| +Bird(x:float,y:float,radius:float,timer:QTimer\*,  Pixmap:QPixmap,world:b2World\*,  scene:QGraphicScene\*)  +setLinearVelocity(velocity:b2Vec2):void  +ability():virtual void |

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| yellowbird |
| +yellowbird(x:float,y:float,radius:float,timer:QTimer\*,  Pixmap:QPixmap,world:b2World\*,  scene:QGraphicScene\*)  +ability():virtual void |

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| blackbird |
| +blackbird(x:float,y:float,radius:float,  timer:QTimer\*,  Pixmap:QPixmap,world:b2World\*,  scene:QGraphicScene\*)  +ability():virtual void |

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| bluebird |
| +greenbird(x:float,y:float,radius:float,timer:QTimer\*,  Pixmap:QPixmap,world:b2World\*,  scene:QGraphicScene\*)  +ability():virtual void |

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| land |
| +Land(x:float,y:float,w:float,h:float,  Pixmap:QPixmap,world:b2World\*,  scene:QGraphicScene\*) |

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| pig |
| +pig(x:float,y:float,radius:float,timer:QTimer\*,  Pixmap:QPixmap,world:b2World\*,  scene:QGraphicScene\*)  +setLinearVelocity(velocity:b2Vec2):void  +ability():virtual void |

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| obstacle |
| +Obstacle(x:float,y:float,radius:float,  timer:QTimer\*,  Pixmap:QPixmap,world:b2World\*,  scene:QGraphicScene\*)  +setLinearVelocity(velocity:b2Vec2):void  +ability():virtual void |

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| collision |
| + BeginContact(b2Contact\*contact):void |

玩法: 滑鼠指到bird後按左鍵開始拉，放開就會飛出去，若是紅鳥則沒有技能，有技能的鳥在飛出去後再按一次左鍵使出技能。發射完一個後，按右鍵生成第二隻鳥，總共4隻。 打爆障礙物得20分，打爆豬得100分，得到200分以上則獲勝。