

Actor (from Assets)
<p>Q_OBJECT</p> <p>std::vector&lt;QPixmap*&gt; pixmaps</p> <p>- double X</p> <p>- double Y</p> <p>- double speedV</p> <p>- double speedH</p> <p>- bool _isPlayer</p> <p>- double gravity</p>
<p>explicit Actor(QObject *parent = nullptr)</p> <p>Actor(QPixmap *pix, bool isPlayer = false)</p> <p>QRectF boundingRect() const</p> <p>QPainterPath shape() const</p> <p>void paint(QPainter *painter, const QStyleOptionGraphicsItem *option, QWidget *widget)</p> <p>void fall()</p> <p>double getX() const</p> <p>void setX(double newX)</p> <p>double getY() const</p> <p>void setY(double newY)</p> <p>double getSpeedV() const</p> <p>void setSpeedV(double newSpeedV)</p> <p>double getSpeedH() const</p> <p>void setSpeedH(double newSpeedH)</p> <p>+\$ void move(QPointF point)</p>

Platform (from Assets)
<p>Q_OBJECT</p>
<p>+ explicit Platform(QObject *parent = nullptr)</p> <p>+ Platform(QObject* parent = nullptr, QPixmap* pix = nullptr)</p> <p>+ QRectF boundingRect() const</p> <p>+ QPainterPath shape() const</p> <p>+ void paint(QPainter *painter, const QStyleOptionGraphicsItem *option, QWidget *widget)</p>

Game (from Assets)
<p>Q_OBJECT</p> <p>+ Actor* player</p> <p>+ QPointF* LOP</p> <p>+ Actor* opponent</p> <p>+ QList&lt;QPixmap*&gt; pixmaps</p> <p>+ QList&lt;Actor*&gt; npcs</p> <p>+ QList&lt;Platform*&gt; platforms</p> <p>+ SchoolSkipper mode</p> <p>+ Network *network</p> <p>+ ChatFrame *chat</p> <p># QSize *viewportSize</p> <p># QGraphicsScene *scene</p> <p># QGraphicsView *view</p> <p># QGraphicsView *enemyView</p> <p># double score</p> <p># double max</p> <p># double gravity</p> <p># QTimer *timer</p> <p>- QGraphicsRectItem *invisibleArea</p> <p>- QPixmap* platformPix</p> <p>- QPixmap* npcPix</p> <p>- int ping</p> <p>- int difficulty</p>
<p>+ explicit Game(QObject *parent = nullptr)</p> <p>+ double calculateDistance(QPointF item1, QPointF item2)</p> <p>+ QGraphicsScene *getScene() const</p> <p>+ void setScene(QGraphicsScene *newScene)</p> <p>+ QGraphicsView *getView() const</p> <p>+ void setView(QGraphicsView *newView)</p> <p>+ QGraphicsView *getEnemyView() const</p> <p>+ void setEnemyView(QGraphicsView *newEnemyView)</p> <p>+ Network *getNetwork() const</p> <p>+ void setNetwork(Network *newNetwork)</p> <p>+ void generateLevelSlice()</p> <p>+ void centerViewOnPlayArea()</p> <p>+ void initPlayer()</p> <p>+ ChatFrame *getChat() const</p> <p>+ void setChat(ChatFrame *newChat)</p> <p>+\$ void initEnemies()</p> <p>+\$ void initPlatforms()</p> <p>+\$ void move()</p> <p>+\$ void moveNPCs()</p> <p>+\$ void moveEnemy()</p> <p>+\$ void startSlot()</p> <p>+\$ void startFromServer()</p> <p># void loadPixmaps()</p> <p>&gt; void startRepaint()</p>