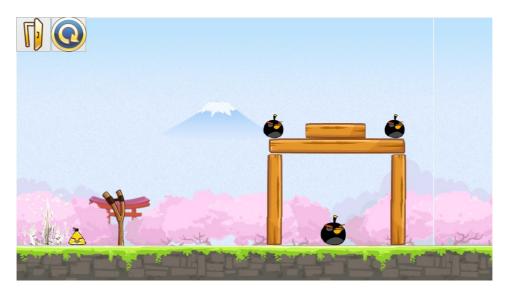
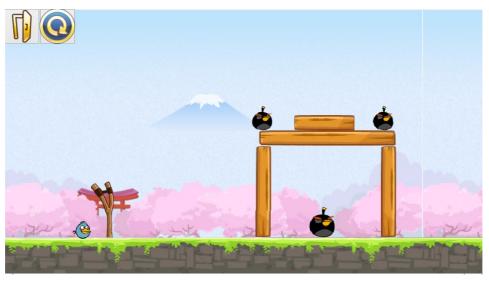
Project3

F74046365 李昕樺

包含原本的紅鳥及障礙物的黑鳥在內,共有 5 種鳥,黑鳥是障礙物,黃鳥按鍵會加速,藍鳥按鍵會減速,咖啡鳥會有 3 隻









UML

MainWindow

-scene : QgraphicsScene *

-world: b2world*

-itemList : Qlist<GameItem *>

-timer : Qtimer-birdie : Bird

-x,V,Vx,Vy,Cursor_x1,Cursor_y1,Cursor_x2,Cursor_y2 count : int

-pixItem : QgraphicsPixmapItem *

-birdieY : YellowBird *
-birdieB : BlueBird *

-birdieR1,birdieR2,birdieR3: BrownBird*

-Pig1,Pig2,Pig3: PigBird *

-barrier1,barrier2,barrier3,barrier4: Barrrier*

-button1,button2: QpushButton *

-action: Qaction *

-player : QmediaPlayer *

-movie : Qmovie *
-label : Qlabel *

+<<explicit>>Maindow(parent:Qwidget *=0): void

+~MainWindow()

+showEvent(QShowEvent *): void

+eventFilter(QObject *,event : Qevent *) : bool

+closeEvent(QCloseEvent *) : void

+EXIT_REBOOT : static int const

+delete_bird(): void

+<<signal>>quitGame(): void

-<<slots>>tick() : void

-<<slots>>QUITSLOT(): void

-<<slots>>Btn1(): void

-<<slots>>slotReboot(): void

GameItem #g_body: b2Body * #g_pixmap : QgraphicsPixmapItem #g_size : QsizeF #g world: b2World #g_worldsize : static QsizeF #g_windowsize : static QSizeF +GameItem(world:b2World *) +~GameItem() +setGlobalSize(worldsize:QsizeF,windowsize:QsizeF):static void +<<slots>>paint(): void Barrier +Barrier(x:float,y:float,w:float,h:float,timer:Qtimer*,pixmap:Qpixmap, world:b2World*,scene:QgraphicsScene *) Bird +Bird(x:float,y:float,w:float,h:float,timer:Qtimer*,pixmap:Qpixmap, world:b2World*,scene:QgraphicsScene *) +setLinearVelocity(velocity:b2Vec2): void BlueBird +BlueBird(x:float,y:float,w:float,h:float,timer:Qtimer*,pixmap:Qpixmap, world:b2World*,scene:QgraphicsScene *) +setLinearVelocity(velocity:b2Vec2): void BrownBird +BrownBird(x:float,y:float,w:float,h:float,timer:Qtimer*,pixmap:Qpixmap, world:b2World*,scene:QgraphicsScene *) +setLinearVelocity(velocity:b2Vec2): void **PidBird**

+PigBird(x:float, v:float, w:float, h:float, timer:Qtimer*, pixmap:Qpixmap,

world:b2World*,scene:QgraphicsScene *)

+setLinearVelocity(velocity:b2Vec2): void

YellowBird

+ Yellow Bird (x:float, y:float, w:float, h:float, timer: Qtimer*, pixmap: Qpixmap,world:b2World*,scene:QgraphicsScene *)

+setLinearVelocity(velocity:b2Vec2): void

Land

+Land(x:float,y:float,w:float,h:float,timer:Qtimer*,pixmap:Qpixmap, world:b2World*,scene:QgraphicsScene *)

+setLinearVelocity(velocity:b2Vec2): void