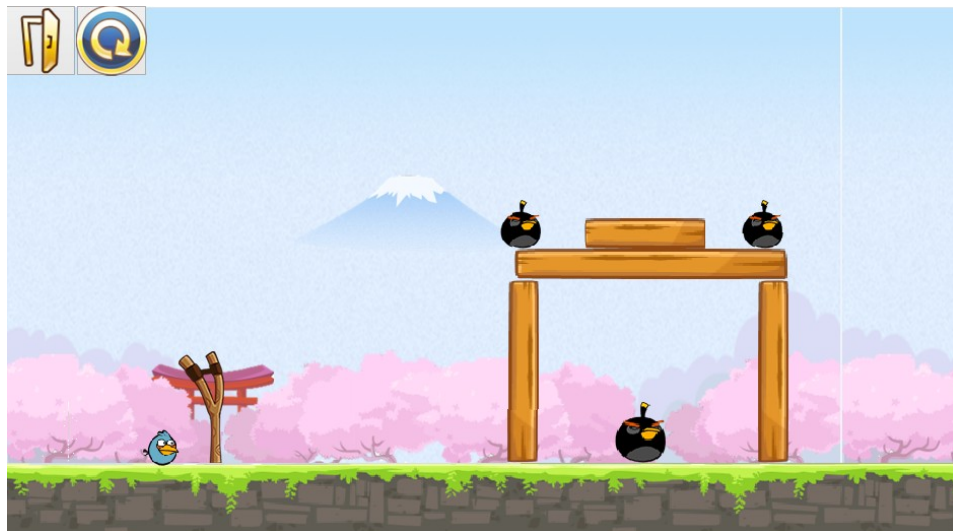
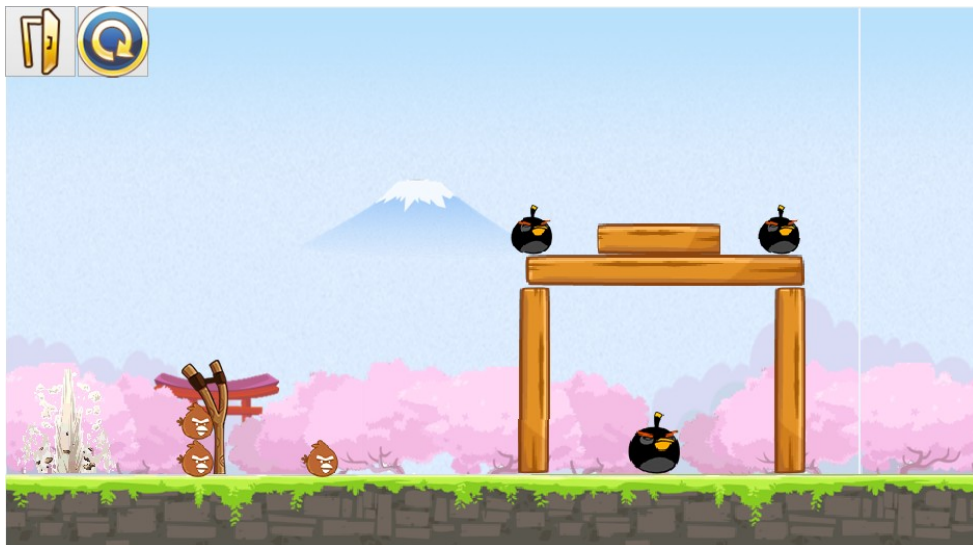
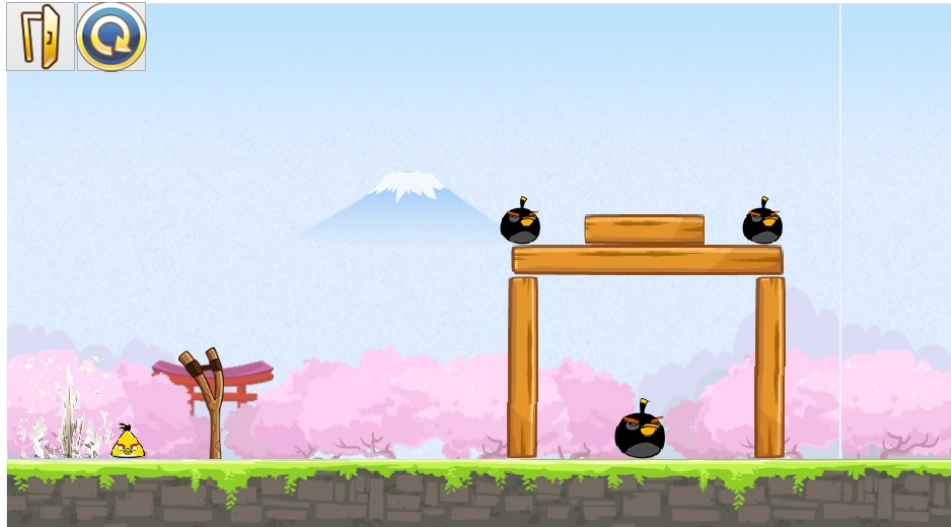
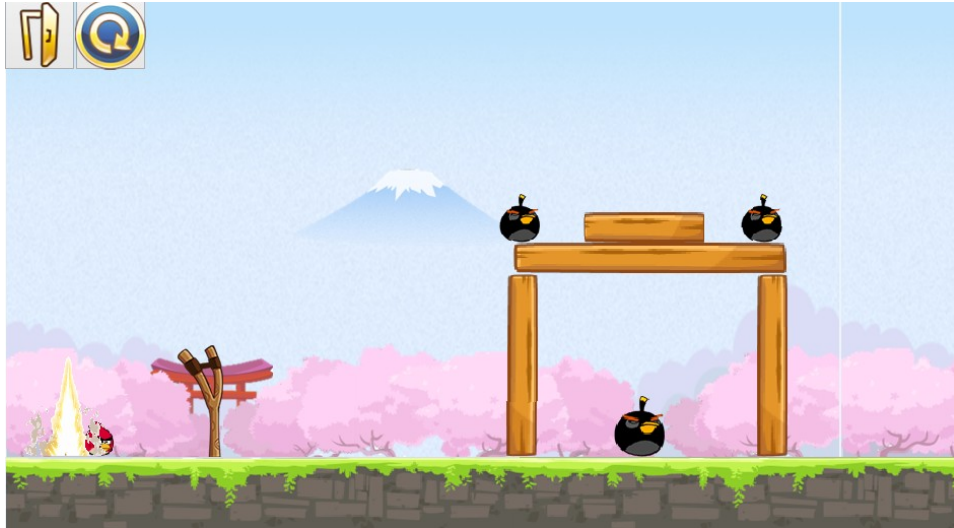


## Project3

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

```

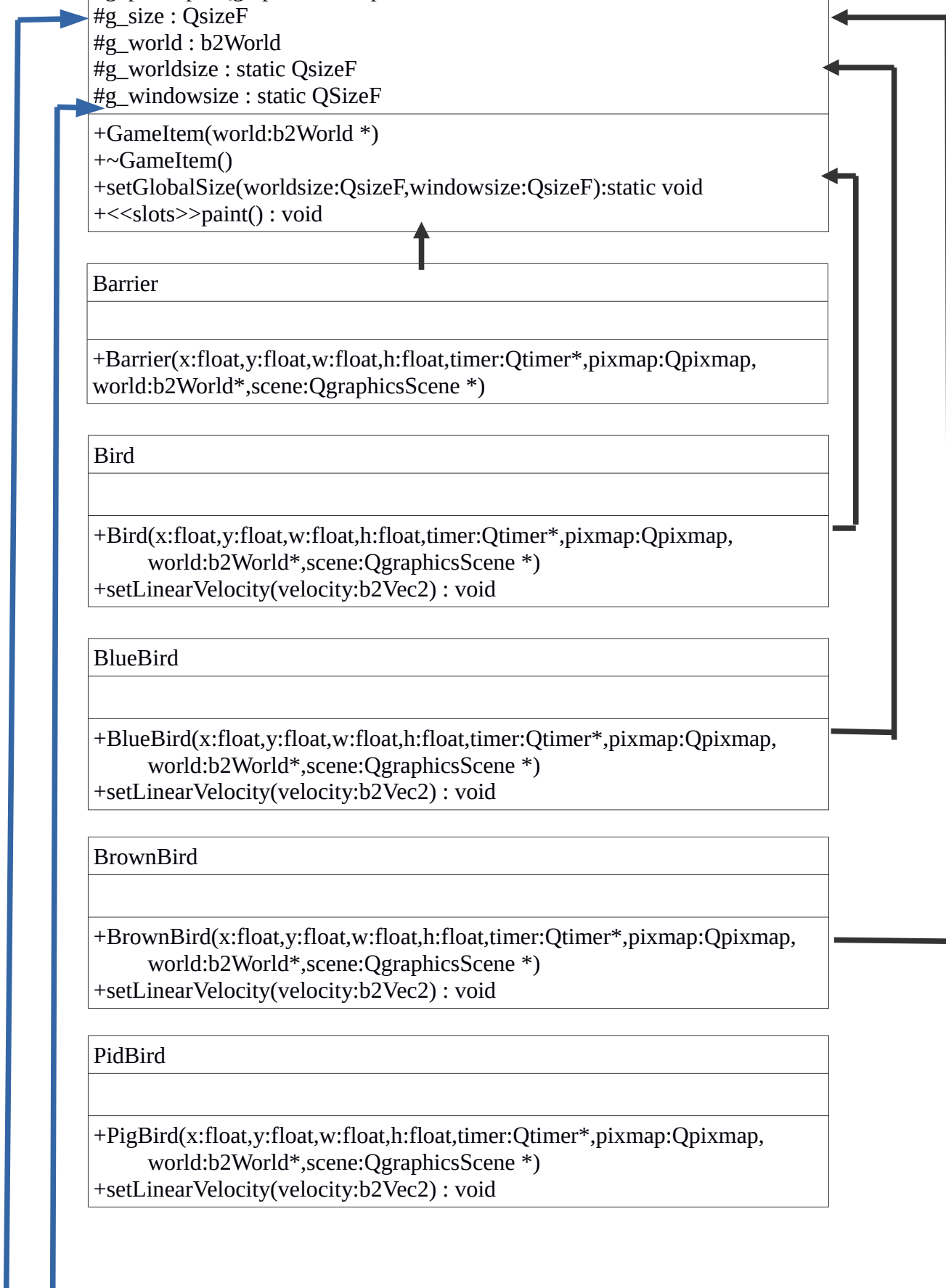
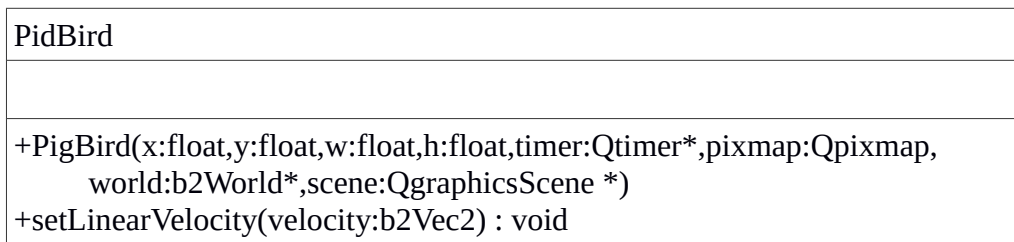
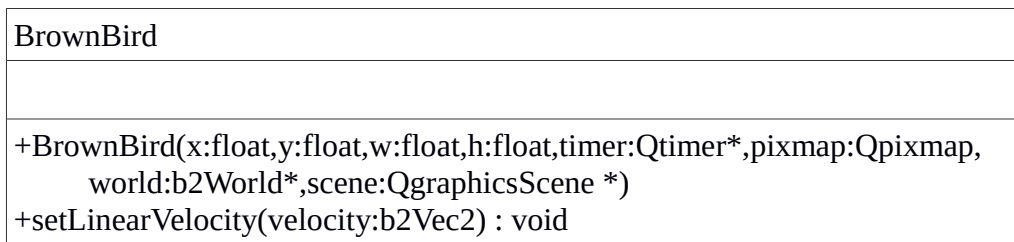
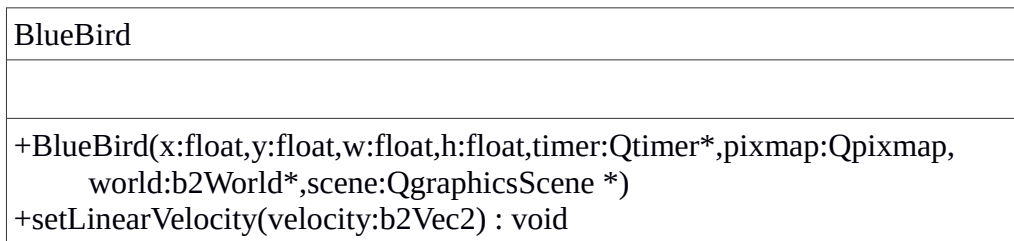
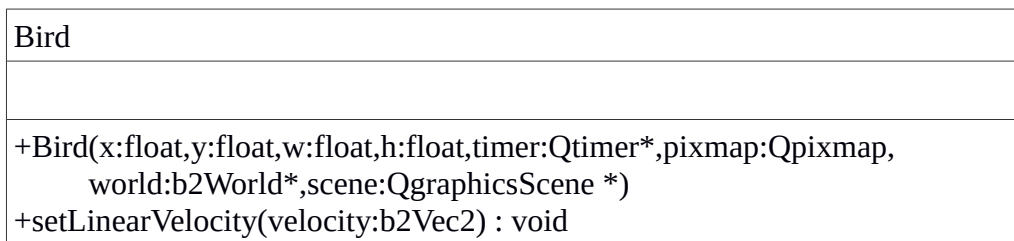
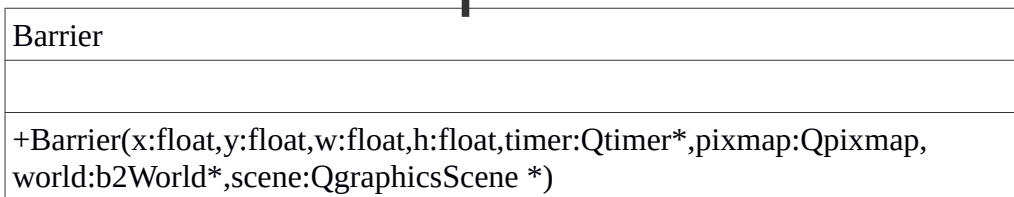
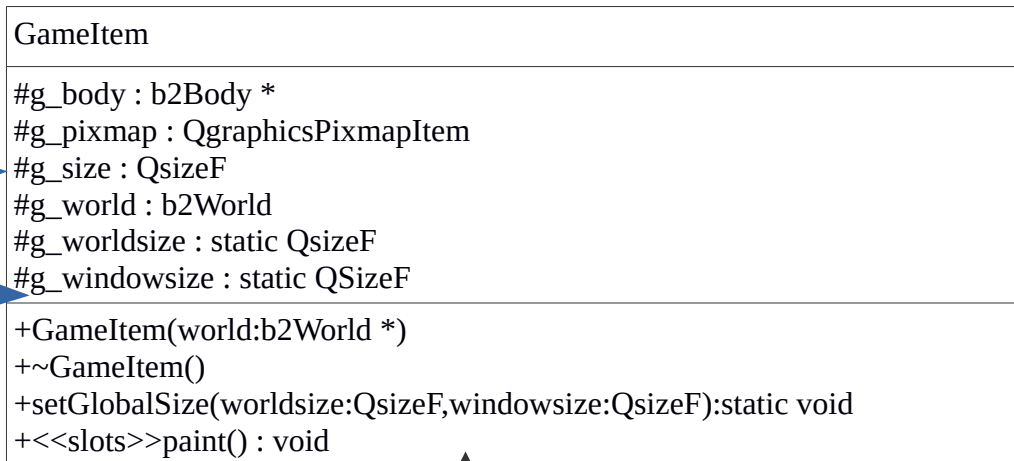
-scene : QGraphicsScene *
-world : b2world *
-itemList : QList<GameItem *>
-timer : QTimer
-birdie : Bird
-x,V,Vx,Vy,Cursor_x1,Cursor_y1,Cursor_x2,Cursor_y2 count : int
-pixItem : QGraphicsPixmapItem *
-birdieY : YellowBird *
-birdieB : BlueBird *
-birdieR1,birdieR2,birdieR3 : BrownBird *
-Pig1,Pig2,Pig3 : PigBird *
-barrier1,barrier2,barrier3,barrier4 : Barrier *
-button1,button2: QPushButton *
-action : QAction *
-player : QMediaPlayer *
-movie : QMovie *
-label : QLabel *

```

```

+<<explicit>>MainWindow(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

```



YellowBird
+YellowBird(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