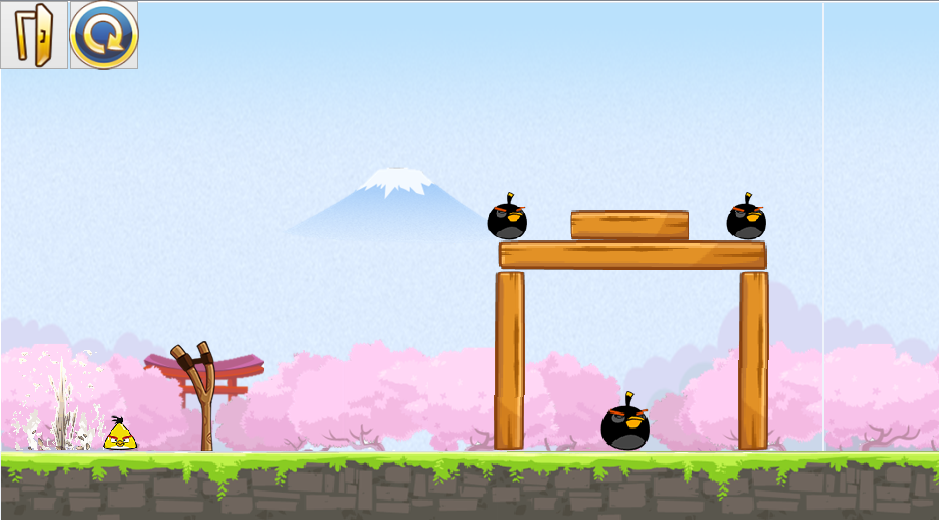
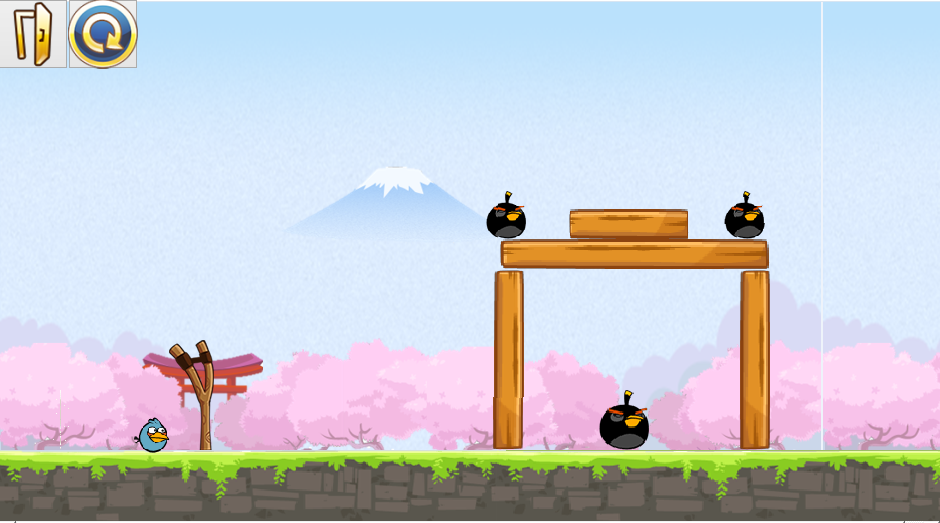
**Project3**

**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

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**UML**

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| 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 |

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| 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 |

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

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| --- |
| Bird |
|  |
| +Bird(x:float,y:float,w:float,h:float,timer:Qtimer\*,pixmap:Qpixmap,  world:b2World\*,scene:QgraphicsScene \*)  +setLinearVelocity(velocity:b2Vec2) : void |

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| --- |
| BlueBird |
|  |
| +BlueBird(x:float,y:float,w:float,h:float,timer:Qtimer\*,pixmap:Qpixmap,  world:b2World\*,scene:QgraphicsScene \*)  +setLinearVelocity(velocity:b2Vec2) : void |

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| --- |
| 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,y:float,w:float,h:float,timer:Qtimer\*,pixmap:Qpixmap,  world:b2World\*,scene:QgraphicsScene \*)  +setLinearVelocity(velocity:b2Vec2) : void |

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| --- |
| 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 |