

Project3 candy crush

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一、 遊戲相關

規則和原版 candycrush 一樣

但過關條件改為 10 步內>500 分

遊戲結束時沒到 500 分會有叉叉出現

其他分數依高低分成一顆或兩顆或三顆星星

二、UML 圖

(箭頭為繼承關係)

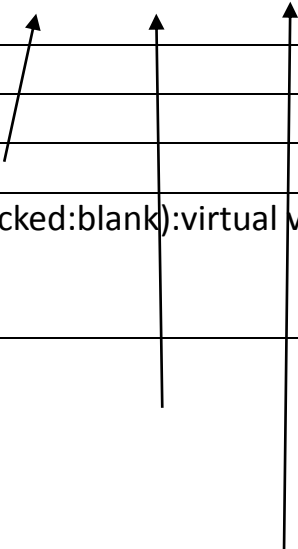
Mainwindow
<div>-isclicked:bool -indexv:int -indexh:int -record_c:int -record_r:int -lbomb:int -temnum:int -over:int -step:int -score:int -c:int -re[10][10]:int *b[10][10]:blank</div>
<div>+setclickpic(b:blank*b):void +gamestart():void +judge(r1:int,c1:int):bool +renewpic():void +bomb(r:int,c:int):int +record(r:int,c:int):int +drop():int +trychange(r:int,c:int):bool +lasttest():bool +producenewpic():int</div>

+clearstar(r:int,c:int):int
Slot:
+button_clicked(row:int,column:int):void
+zerovanish:void

blank
+row:const int
+column:const int
+*time:QTimer
+*button:QPushButton
+shift:int
+number:int
+setnumber():void
+setbuttonpic():void
+blank(R:int,C:int,*parent:QWidget)
+operator-(b:blank*):void
+operator (b:blank*):void
Slot:
+click():void
+moveleft():void
+moveright():void
+moveup():void
+movedown():void
Signals:
movedone():void
Click(row:int,column:int):void

Destroy
+eliminate(*b[10][10]:blank,*clicked:blank):virtual void=0
<<constructor>>Destroy()
<<destructor>>~ Destroy()

horizontal
+eliminate(*b[10][10]:blank,*clicked:blank):virtual void
<<constructor>>horizontal()
<<destructor>>~ horizontal ()



nineblock
+eliminate(*b[10][10]:blank,*clicked:blank):virtual void <<constructor>>nineblock() <<destructor>>~ nineblock ()

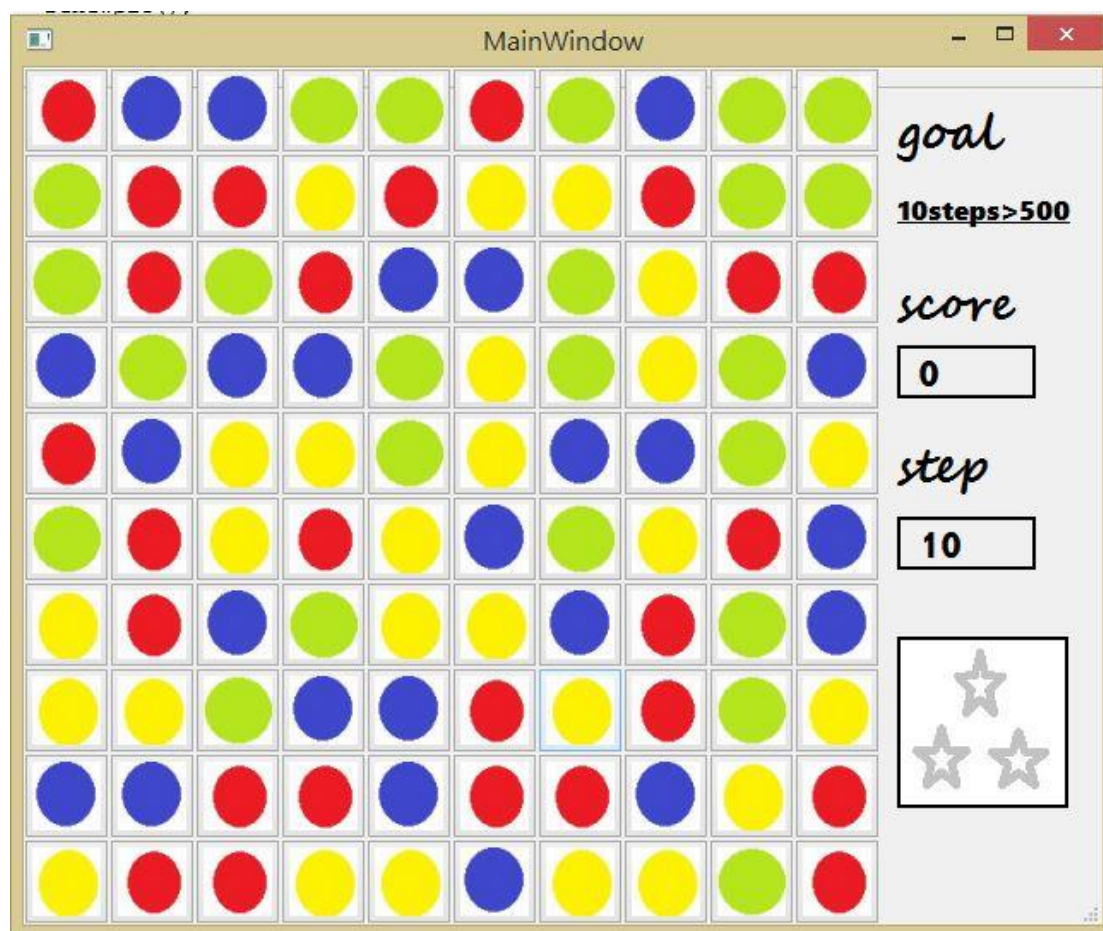
star
+eliminate(*b[10][10]:blank,*clicked:blank):virtual void <<constructor>>star() <<destructor>>~ star ()

(箭頭無法越過頁面，故把 destroy 拉來此處)

Destroy
vertical
+eliminate(*b[10][10]:blank,*clicked:blank):virtual void <<constructor>>vertical () <<destructor>>~vertical()

三、遊戲截圖:

遊戲開始的畫面



遊戲失敗的畫面

