

# 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



消九宮格炸彈



消除直排



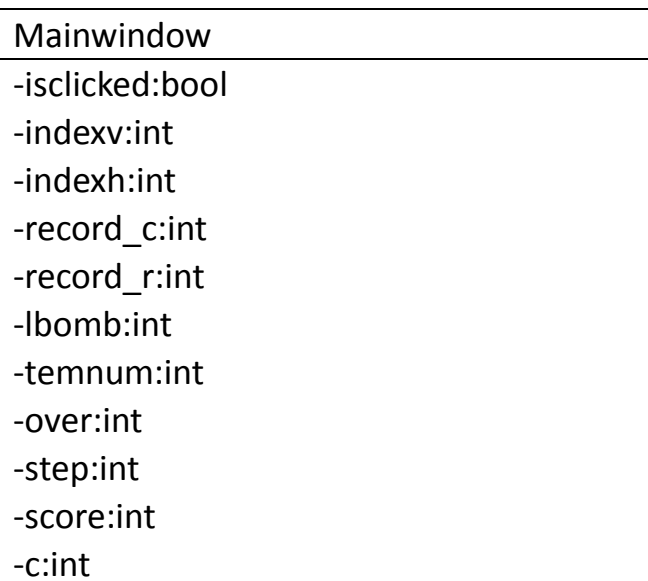
消除橫排



消除相同顏色的石頭

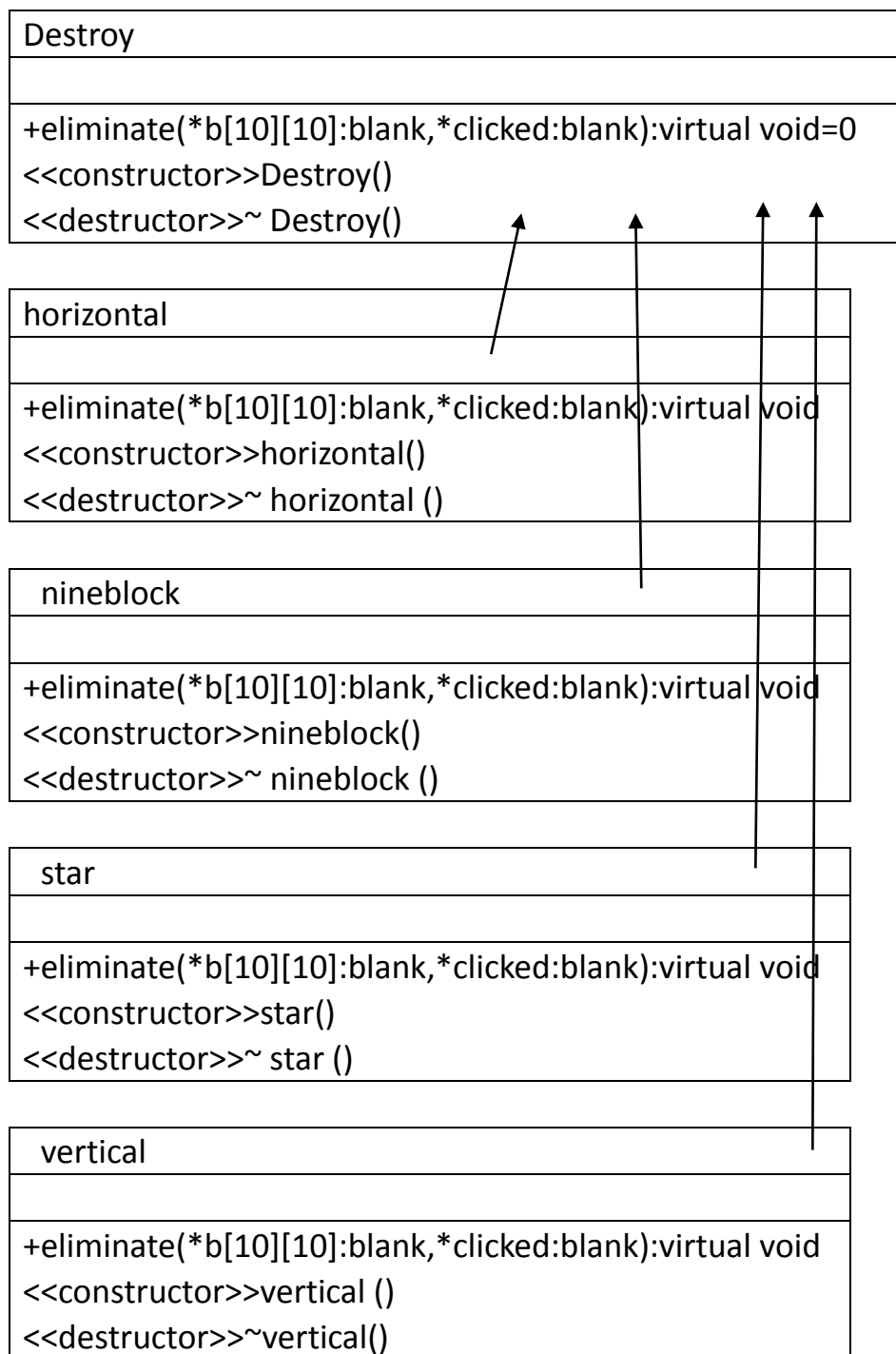
## 二、UML 圖

(箭頭為繼承關係)



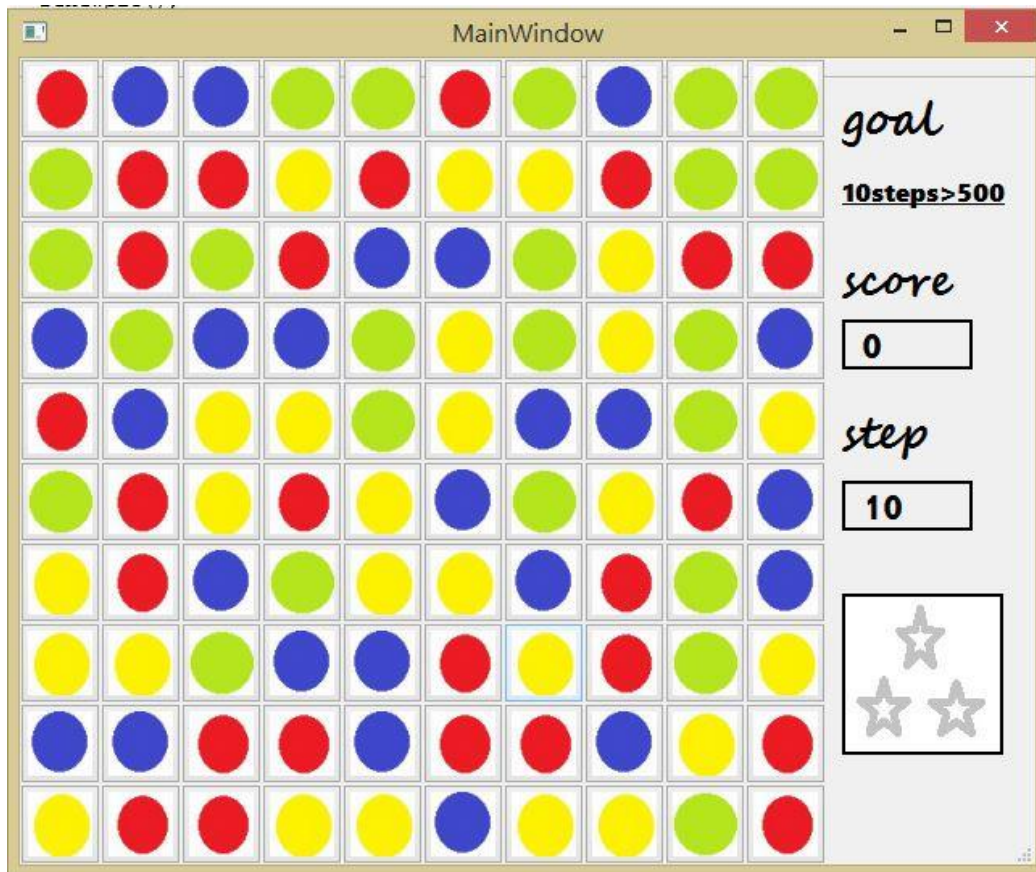
-re[10][10]:int *b[10][10]:blank
+setclickpic(b:blank*b):void +gamestart():void +judge(r1:int,c1:int):bool +renewpic():void +bomb(r:int,c:int):int +record(r:int,c:int):int +drop():int +trychange(r:int,c:int):bool +lasttest():bool +producenewpic():int +clearstar(r:int,c:int):int Slot: +button_clicked(row:int,column:int):void +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



### 三、遊戲截圖:

遊戲開始的畫面



遊戲失敗的畫面

