



## Game

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-Ui : *Ui::Game
-pb[2][10][10] : Block
-player[2] : Player
-pic[41] : QPixmap
-signalMapper : QSignalMapper
-signalMapper : QSignalMapper *
-gridLayout : QGridLayout *
-button[2][10][10] : QPushButton *
-animation1 : QPropertyAnimation *
-animation2 : QPropertyAnimation *
-animation3 : QPropertyAnimation *
-group[2] : QParallelAnimationGroup *
-group2 : QParallelAnimationGroup *
-game_lock[2] : int
-reverse[2] : int
-move[2] : float
-high_star : int
-high_score : int
  
```

```

<<constructor>> Game(parent : QWidget *)
<<destructor>> ~Game()
+myShow() : void
+giveStartBlock(int t) : void
+Creat(x : int , y : int , z : int , p : int) : void
+checkEliminate( x : int , record_elm : int) : int
+doEliminate(x : int) : void
+checkClick(x : int) : void
+checkLose(x : int) : int
  
```

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+checkSpecialCase(x : int) : void
+resetClick(x : int) : void
+resetElm(x : int) : void
+resetSpecialCase(x : int) : void
+doChange(x1:int, y1:int, z1:int, x2:int, y2:int,
z2:int):void
+doFall(x : int) : int
+doReverse(x : int) : void
+doAttack(x : int) : void
+doAnimation(x1:int,y1:int,z1:int,x2:int,y2:int,z2:int,t
ype:int):void
+de_around(x : int , y : int , z : int) : void
+de_column(x : int , y : int , z : int) : void
+de_row(x : int , y : int , z : int) : void
+de_same_color(x:int , y:int , z:int , color:int) : void
+autoRun(x : int) : void
+game_over(x : int) : void
-endChange0() : void
-endChange1() : void
-endFall0() : void
-endFall1() : void
-doClicked(n : int) : void
-doClicked2(n : int) : void
-on_pushbutton_one_player_clicked(): void
-on_pushbutton_two_player_clicked(): void
-on_pushbutton_com1_clicked(): void
-on_quit_clicked(): void
+quit(high_star : int, high_score : int) : void

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Block
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<pre> +pic : int +click : int +elm : int +special_case : int +desamecol : int </pre>
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<pre> &lt;&lt;constructor&gt;&gt; Block () &lt;&lt;destructor&gt;&gt; ~ Block () </pre>
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Player
<pre>+score : int +attack : int +open : int +lose : int +attack_num : int +score_per_move : double +name : QString</pre>
<pre>&lt;&lt;constructor&gt;&gt; Player () &lt;&lt;destructor&gt;&gt; ~ Player () +operator&gt;(Player) : bool +setName() : void</pre>

Player_computer
<pre>+score : int +attack : int +open : int +lose : int +attack_num : int +score_per_move : double +name : QString</pre>
<pre>&lt;&lt;constructor&gt;&gt; Player_computer () &lt;&lt;destructor&gt;&gt; ~ Player_computer () +operator&gt;( Player_computer) : bool +setName() : void</pre>

Player_player1
<pre>+score : int +attack : int +open : int +lose : int +attack_num : int +score_per_move : double +name : QString</pre>
<pre>&lt;&lt;constructor&gt;&gt; Player_player1 () &lt;&lt;destructor&gt;&gt; ~ Player_player1 () +operator&gt;( Player_player1) : bool +setName() : void</pre>

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Player_player2
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```
+score : int  
+attack : int  
+open : int  
+lose : int  
+attack_num : int  
+score_per_move : double  
+name : QString
```

```
<<constructor>> Player_player2 ()  
<<destructor>> ~ Player_player2 ()  
+operator>(Player_player2) : bool  
+setName() : void
```

遊戲截圖

























