Project3-report

F74036124 王贊鈞

UML

Player\_computer

Block

Game

Player\_player1

Player

Game

Player\_player2

|  |
| --- |
| Game |
| -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  +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,type: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 |

|  |
| --- |
| Block |
| +pic : int  +click : int  +elm : int  +special\_case : int  +desamecol : int |
| <<constructor>> Block ()  <<destructor>> ~ Block () |

|  |
| --- |
| Player |
| +score : int  +attack : int  +open : int  +lose : int  +attack\_num : int  +score\_per\_move : double  +name : QString |
| <<constructor>> Player ()  <<destructor>> ~ Player ()  +operator>(Player) : bool  +setName() : void |

|  |
| --- |
| Player\_computer |
| +score : int  +attack : int  +open : int  +lose : int  +attack\_num : int  +score\_per\_move : double  +name : QString |
| <<constructor>> Player\_computer ()  <<destructor>> ~ Player\_computer ()  +operator>( Player\_computer) : bool  +setName() : void |

|  |
| --- |
| Player\_player1 |
| +score : int  +attack : int  +open : int  +lose : int  +attack\_num : int  +score\_per\_move : double  +name : QString |
| <<constructor>> Player\_player1 ()  <<destructor>> ~ Player\_player1 ()  +operator>( Player\_player1) : bool  +setName() : void |

|  |
| --- |
| Player\_player2 |
| +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





