runtime_error

△
|
GameException
+GameException(msg : string)

Settings
-shipsMap : map<int, int>
-timeLimited : bool
-stepDuration : int
+MIN_DECKS : int
+MAX_DECKS : int
+MIN_STEP_DURATION : int
+MAX_STEP_DURATION : int
+MIN_DECKS_NUMBER : map<int, int>
+MAX_DECKS_NUMBER : map<int, int>

+setShipsMap(shipsMap : map<int, int>)
+getShipsMap()
+setTimeLimited(timeLimited : bool)
+isTimeLimited() : bool
+setStepDuration(stepDuration : int)
+getStepDuration() : int
+getInstance() : Settings

SavingManager
-sfile : QFile
+save()
+load()