MainWindow

- scene: QGraphicsScene*
- timer: QTimer*
- gravedadTimer: QTimer*   -
reboteTimer: QTimer*
- prota: mc*
- cambio: cambio*
- paredes:vector<pared*>
- punto: vector<puntos*>
- llamas: vector<fuego*>
- flama: rebota*
- keyState:map<int,bool>
- fase: bool
- timeLeft: int
- score: int
- vidas: int
+ MainWindow(parent:QWidget*)
+ ~MainWindow()
+ keyPressEvent(event:QKeyEvent*)
+ keyReleaseEvent(event:QKeyEvent*)
+ updateTeclas()
+ cargarEscena()
+ cambioEscena()
+ cambioEscena2()
+ nuevasParedes(filename: string)
+ cargarFuego(filename: string)
+ cargarPuntos(filename: string)
+ colPuntos()
+ colFuego()
+ updateTimer()
+ gravedad()
+ efectoGravedad(vely: int)
+ gravedadRebote()
+ gameover()
+ resize(row: string, c: char)
+ grupito(row: string, c: char)
+ EvaluarColision()
+ boundingRect() const: QRectF
+ detectarColision(dx: int, dy:
int, posx: int, posy: int) -> bool

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fuego

- x: int
- y: int
- ancho: int
- alto: int

+ fuego(x: int, y: int, ancho: int,
alto: int)
+ boundingRect() const: QRectF
+ paint(painter: QPainter*, option:
const QStyleOptionGraphicsItem*,
widget: QWidget*)

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sprites

- pixmap: QPixmap
- currentFrame: int
- totalFrames: int
- frameWidth: int
- frameHeight: int
- row: int
- col: int

+ AnimatedSprite(pixmap: QPixmap,
totalFrames: int, frameWidth: int,
frameHeight: int)
+ nextFrame()
+ paint(painter: QPainter*, x: int,
y: int)

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pared

- x: int
- y: int
- ancho: int
- alto: int

+ pared(x: int, y: int, ancho: int,
alto: int)
+ boundingRect() const: QRectF
+ paint(painter: QPainter*, option:
const QStyleOptionGraphicsItem*,
widget: QWidget*)
+ setTexture(filename: string)

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mc

- x: int
- y: int
- velocidad: int
- vely: int

- velSalto: double
- gravity: double
+ mc(x: int, y: int, velocidad: int)
+ getX() const: int
+ getY() const: int
+ getVel() const: int
+ getVely() const: int
+ nuevovy(vely: int)
+ saltar()
+ caer()
+ MoverArriba()
+ MoverAbajo()
+ MoverIzq()
+ MoverDer()
+ respawn()
+ boundingRect() const: QRectF
+ paint(painter: QPainter*, option:
const QStyleOptionGraphicsItem*,
widget: QWidget*)

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cambio

- x: int
- y: int
- ancho: int
- alto: int

+ cambio(x: int, y: int, ancho:
int, alto: int)
+ boundingRect() const: QRectF
+ paint(painter: QPainter*, option:
const QStyleOptionGraphicsItem*,
widget: QWidget*)

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puntos

- x: int
- y: int
- radio: int

+ puntos(x: int, y: int, radio:
int)
+ boundingRect() const: QRectF
+ paint(painter: QPainter*, option:
const QStyleOptionGraphicsItem*,
widget: QWidget*)