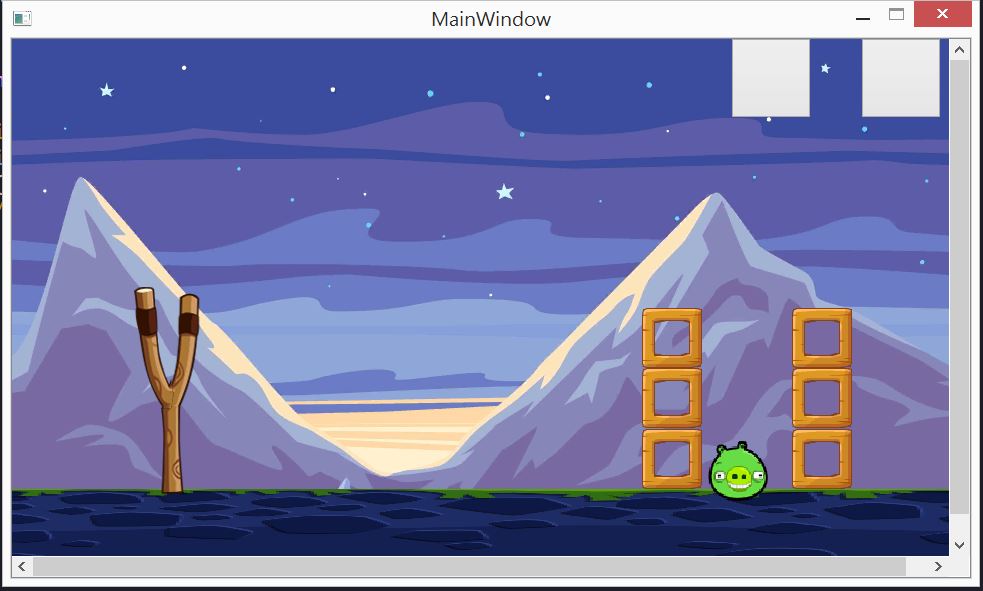
**F74046129 資訊一乙 孫譽 Project 3 AngryBird**

遊戲功能:



可以…用鳥丟 豬.

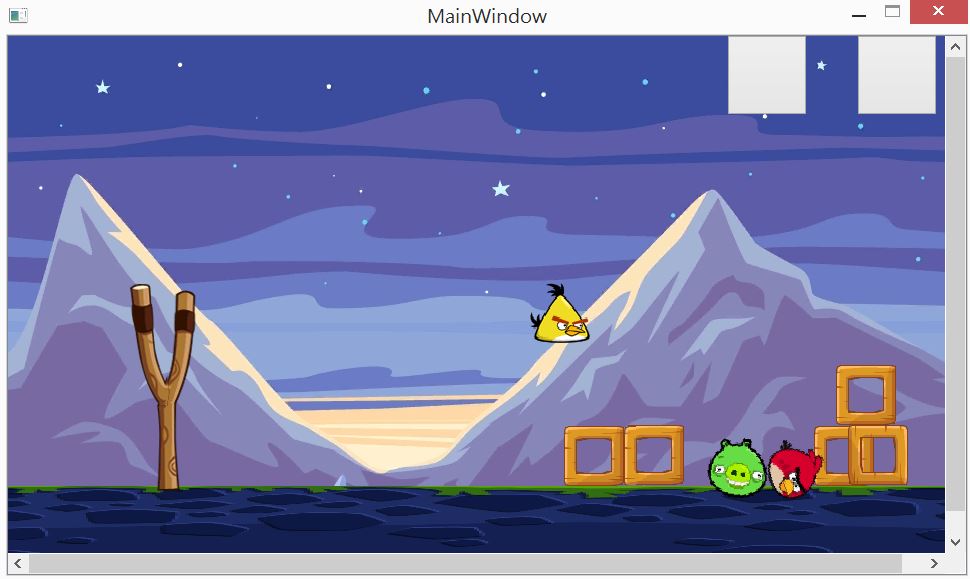
四種不同功能的鳥!

紅鳥:一般

黃鳥:按下按鍵2 就可以加速

黑鳥:按下按鍵3 垂直下墜攻擊

白鳥:按下按鍵4 就會隱形



最右上角按鍵為EXIT

在他左邊的是RESTART!

UML Diagram

|  |
| --- |
| MainWindow |
| -scene: QGraphicsScene \*  -world: b2World \*  -itemList : QList<GameItem \*>  -birdlist: QList<GameItem \*>  -timer:QTimer  -exit : QPushButton \*  -restart :QPushButton \*  -v1,v2,v3 :int  -repeat,b,count:int  -g\_worldsize,g\_windowsize : static QSizeF |
| +<<explicit>> MainWindow(parent :QWidget \* = 0 ):void  +~MainWindow()  +showEvent(QShowEvent\*) :void  +eventFilter(QObject \*,event:QEvent):bool  +closeEvent(QCloseEvent\*):void  +pt:QPointF  +nice : QMediaPlayer \*  +res : void |
|  |
| GameItem: inherit QObject |
| +g\_body: b2Body \*  +g\_pixmap: QGraphicsPixmapItem  +g\_size: QSizeF  +g\_world: b2World \*  +g\_worldsize: static QSizeF  +g\_windowsize: static QSizeF  +GameItem(world: b2World \*)  +~GameItem()  +setGlobalSize(worldsize:QSizeF, windowsize: QSizeF): static void  +<<slots>>paint(): void |

|  |
| --- |
| Bird: inherit GameItem |
| + Bird(float x, float y, float radius, QTimer \*timer, QPixmap pixmap, b2World \*world, QGraphicsScene \*scene);  +skill(1) :void  +skill(2):void  +skill(3):void |
|  |

|  |
| --- |
| Wood:inherit GameItem |
| + Wood(float x, float y, float w,float h, QTimer \*timer, QPixmap pixmap, b2World \*world, QGraphicsScene \*scene); |