F74046129 資訊一乙 孫譽 project2:工具人達人

UML class diagram:

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| --- |
| MainWindow |
| -mainwindow  -Dialog \*mdialog  -Dialog2 \*edialog  -QMediaPlayer \*cena  -QMediaPlayer \*nice |
| + MainWindow  -on\_pushButton\_clicked():void  -on\_exitButtion\_clicked():void  -on\_startButton\_clicked():void |

MainWindow主要為視窗UI間的切換

以及背景音樂的撥放等等

|  |
| --- |
| Taiko |
| + Taiko(QWidget \* parent= 0)  +QGraphicsScene \* scene  +QGraphicsView \* view  +HitArea \* hitarea |
| +timeleft():void  -private slots: showtime():void |

Taiko 主要為遊戲畫面場景的設立還有

放置打擊區(感應鼓的地方)

|  |
| --- |
| HitArea |
| + int score = 0  -QMediaPlayer \* leftdrum  -QMediaPlayer \* rightdrum |
| +HitArea(QGraphicsItem \* parent = 0)  +keyPressEvent(QKeyEvent \* event) : void  +slots:  Spawn():void  Turnback():void |

HitArea包含對鼓面的感應區hitarea還有

當按下J K鍵時不同的反應

另外還有隨機鼓面的生成

|  |
| --- |
| Drum1 |
|  |
| +Drum1(QGraphicsItem \* parent =0)  +slots  Move():void |

Drum1 簡單設定第一種鼓(騎車載他)的移動方式及限制

|  |
| --- |
| Drum2 |
|  |
| +Drum2(QGraphicsItem \* parent =0)  +slots  Move():void |

Drum2 簡單設定第二種鼓(買消夜)的移動方式及限制

|  |
| --- |
| Dialog |
| -Ui::Dialog \*ui |
| +explicit Dialog(QWidget \*parent = 0)  -slot  On\_pushButton\_clicked:void |

Dialog 包含了從menu到how to play的ui切換

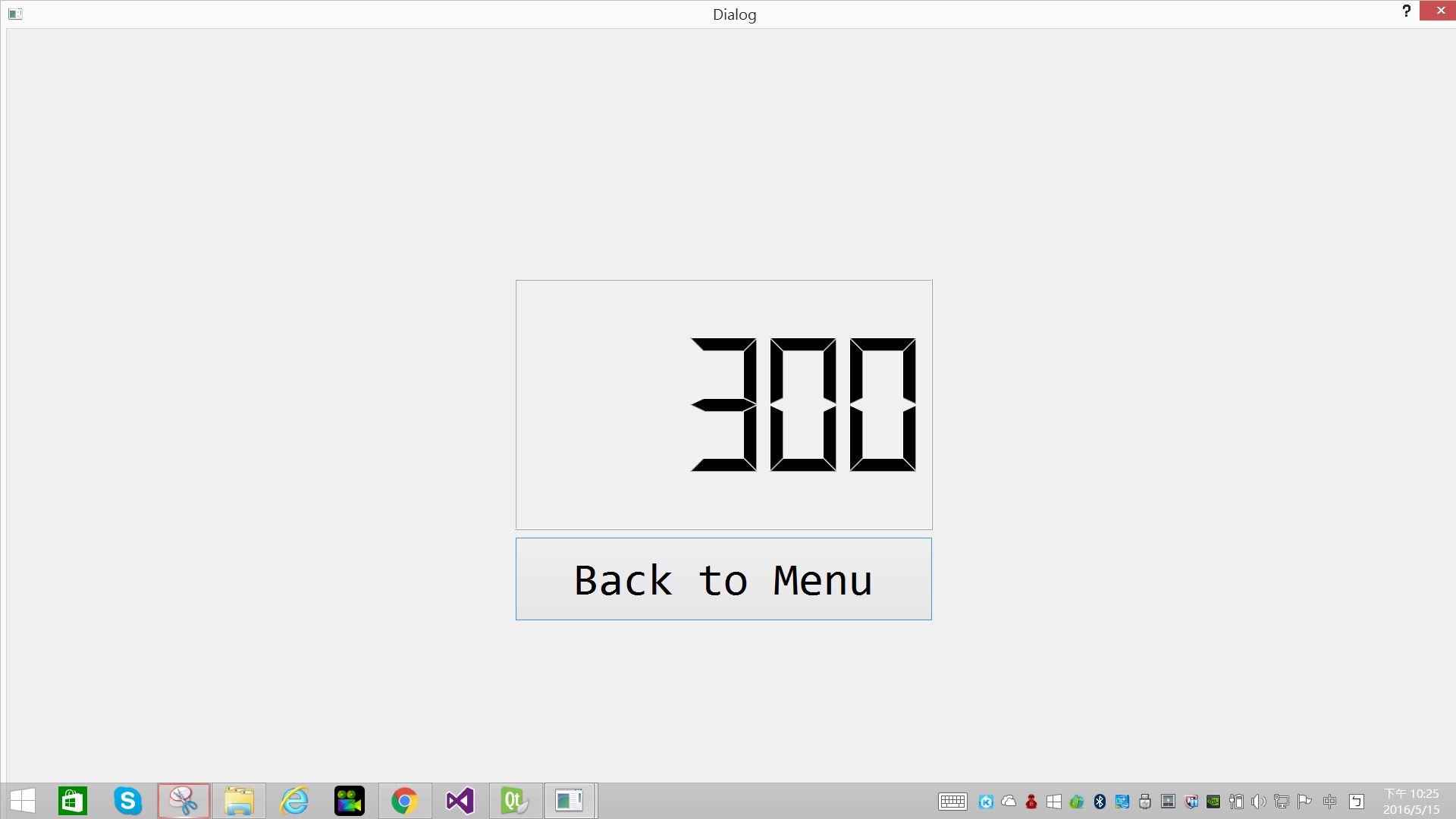
|  |
| --- |
| Dialog2 |
| -Ui::Dialog2 \*ui |
| +explicit Dialog2(QWidget \*parent = 0)  -slot  On\_pushButton\_clicked:void |

Dialog2 包含了結算畫面到menu的ui切換

Project截圖:







遊戲畫面 按下J 愛心變成左邊紅色 加上鼓聲

按下K 愛心變成右邊藍色 加上鼓聲

右上角有LcdNumber倒數秒數