main.cpp

Widget w;

w.show();

---

show widget

Widget

Widget();

Scene *scene

---

set sene
set background
add bird

Scene

startGame();
keyPressEvent(event);
mousePressEvent(event);

---

set pillar timer,
start and stop game,
score and best score

PillarItem

collideWithBird();

xAnimation;

---

set positon

set animation

deal with collision

BirdItem

yAnimation

rotationAnimation

shootUp

Validate

Output As Label

1. Project setup:

    Scene: set up pillar timer

    Widget:Background

    Form->widge.ui->display widgets->graphics view

    add start botton

2. Pillar item class

    topPillar

    bottonPillar

    initialized topPillar and bottomPillar

    set topPillar and bottomPillar positions

    addToGroup

    set the x animation of pillars

    generate pillars by time in random y position

delete the missing pillars

3.
   Bird item class

   Bird wings update

   Bird y animation: fall down

   Bird rotation animation: rotate bird when fall down

4.
   Bird item: move the bird up by "space" key

      KeyEvent

      mouseEvent

      shootup

      fallToGroundIfNecessary

5.
   Collidewithbird

   Bool collideWithBird();

https://www.youtube.com/watch?v=2Yow0cVb8eo