

# 行動裝置程式設計 應用於網頁遊戲

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**Construct 2**

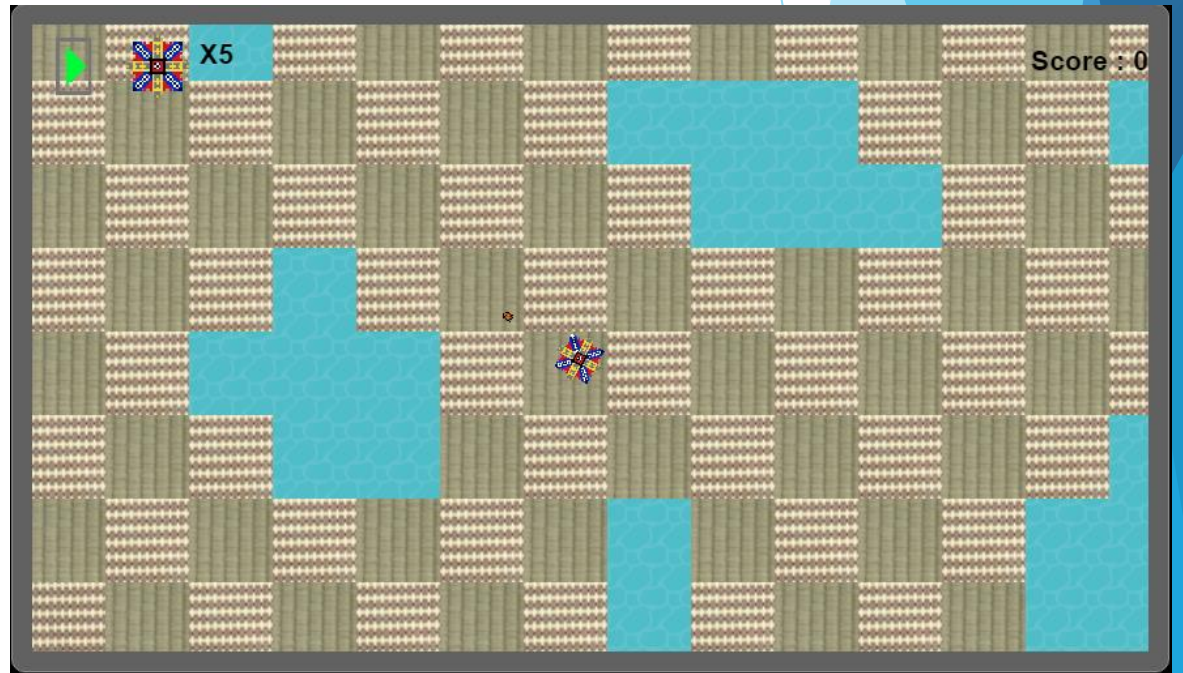
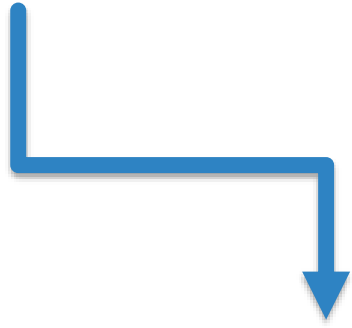
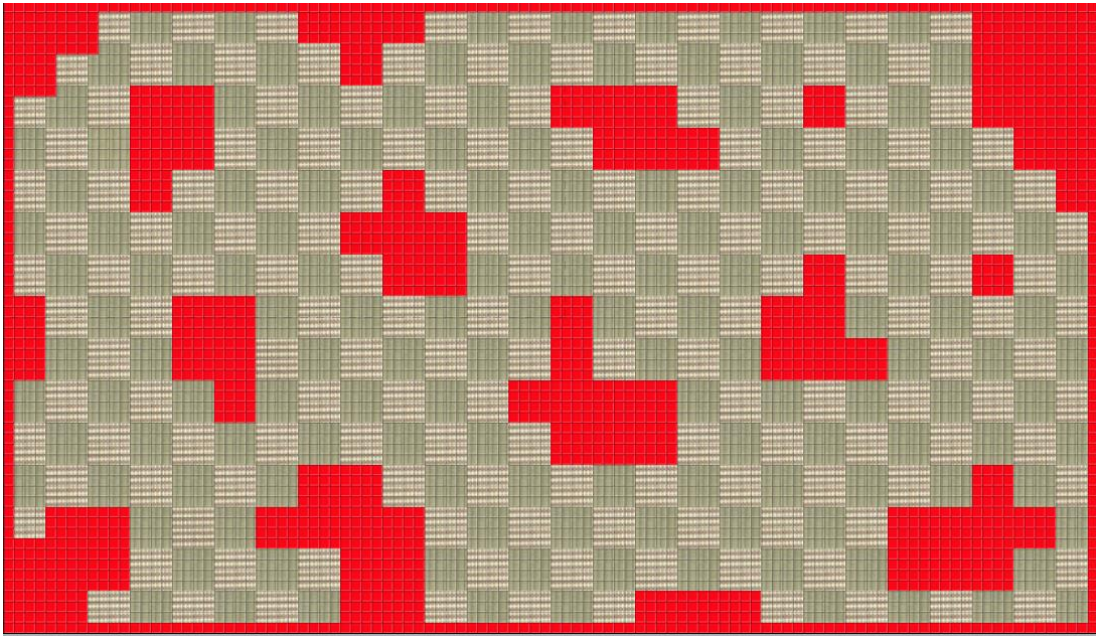
**HTML**













**CSS**



**EZDAPP**





		Global number <b>count_e1</b> = 0		
		Global number <b>count_e2</b> = 0		
		Global number <b>count_e3</b> = 0		
		Global number <b>score</b> = 0		
		Global text <b>enemy_type</b> = ""		
		Global number <b>enemy_interval</b> = 1.5		
1	Touch	Is in touch	player_box	Move forward $100*dt$ pixels
			player_box	Set angle toward ( <i>Touch.X</i> , <i>Touch.Y</i> )
				Add action
2	Touch	Is in touch	player_box	Spawn  <b>bullet</b> on layer " <b>character</b> " ( <i>image point 1</i> )
	System	Every <b>0.2</b> seconds	bullet	Rotate <i>random(-4, 4)</i> degrees clockwise
				Add action
3	System	On start of layout	System	Reset global variables to default
			UI_bar	Start  Timer " <b>enemy_timer1</b> " for <b>enemy_interval</b> (Once)
			player	Set position to  <b>player_box</b> ( <i>image point 0</i> )
			player	 Pin Pin to  <b>player_box</b> (Position & angle)
				Add action
4	UI_bar	On  Timer " <b>enemy_timer1</b> "	Function	Call " <b>create_enemy</b> " ( <i>75</i> , <i>20</i> , <i>5</i> )
			UI_bar	Start  Timer " <b>enemy_timer1</b> " for <b>enemy_interval</b> (Once)
				Add action
5	Function	On " <b>create_enemy</b> "	PatternGen	Remove all patterns
			PatternGen	Set pattern " <b>e1</b> " with count to <i>Function.Param(0)</i>
			PatternGen	Set pattern " <b>e2</b> " with count to <i>Function.Param(1)</i>
			PatternGen	Set pattern " <b>e3</b> " with count to <i>Function.Param(2)</i>
			System	Set <b>enemy_type</b> to <i>PatternGen.Pattern</i>
				Add action
6	System	<b>enemy_type</b> = "e1"	System	Create object  <b>enemy1_box</b> on layer " <b>character</b> " at ( <i>random(20,1600)</i> , <i>random(48,928)</i> )
			enemy1_box	Set angle toward ( <i>player_box.X</i> , <i>player_box.Y</i> )
				Add action
7	System	Else	System	Create object  <b>enemy2_box</b> on layer " <b>character</b> " at ( <i>random(0,1712)</i> , <i>random(0,976)</i> )
	System	<b>enemy_type</b> = "e2"	enemy2_box	Set angle toward ( <i>player_box.X</i> , <i>player_box.Y</i> )
				Add action
8	System	Else	System	Create object  <b>enemy3_box</b> on layer " <b>character</b> " at ( <i>random(20,1500)</i> , <i>random(48,928)</i> )
	System	<b>enemy_type</b> = "e3"	enemy3_box	Set angle toward ( <i>player_box.X</i> , <i>player_box.Y</i> )
				Add action

9	enemy1	On created	enemy1	Set position to enemy1 (image point 0)
			enemy1	Pin Pin to enemy1_box (Position & angle)
			Add action	
10	enemy2	On created	enemy2	Set position to enemy2_box (image point 0)
			enemy2	Pin Pin to enemy2_box (Position & angle)
			Add action	
11	enemy3	On created	enemy3	Pin Pin to enemy3_box (Position only)
			enemy3_box	Add Turret target player_box
			Add action	
12	enemy3...	On Turret shoot	System	Create object enemy3_bullet on layer "character" at (enemy3_box.X, enemy3_box.Y)
			enemy3_bullet	Set Bullet angle of motion to enemy3_box.Angle degrees
			Add action	
	player_b...	On collision with enemy1_box	player_box	Subtract 1 from hp
		- or -	player	Flash: Flash 0.1 on 0.1 off for 0.3 seconds
	player_b...	On collision with enemy2_box	Add action	
		- or -		
13	player_b...	On collision with enemy3_box		
		- or -		
	player_b...	On collision with enemy3_bullet		
14	player_b...	hp ≤ 0	player_box	Destroy
			player	Fade: start fade
			player	Destroy
			Add action	
15	enemy1...	On collision with bullet	enemy1_box	Subtract 1 from hp
	enemy1...	Is on-screen	bullet	Destroy
			enemy1	Flash: Flash 0.1 on 0.1 off for 0.2 seconds
			Add action	
16	enemy1...	hp ≤ 0	Audio	Play "vCoc" not looping from Sounds at 0 dB (tag "")
			enemy1_box	Set collisions Disabled
			enemy1	Set animation to "dead" (play from beginning)
			enemy1_box	Set Bullet Disabled
			System	Wait 0.3 seconds
			enemy1_box	Destroy
			System	Add 100 to score
			System	Set count e1 to count e1+1

		system	Set <b>count_e1</b> to <b>count_e1+1</b>
		Add action	
17	enemy2... On collision with <b>bullet</b>	enemy2_box	Subtract <b>1</b> from <b>hp</b>
	enemy2... Is on-screen	bullet	Destroy
		Add action	
18	enemy2... <b>hp</b> ≤ 0	Audio	Play <b>"vmos"</b> not looping from Sounds at 0 dB (tag "")
		enemy2_box	Set collisions <b>Disabled</b>
		enemy2	Set animation to <b>"dead"</b> (play from beginning)
		enemy2_box	Set  Bullet <b>Disabled</b>
		System	Wait <b>0.3</b> seconds
		enemy2_box	Destroy
		System	Add <b>300</b> to <b>score</b>
		System	Set <b>count_e2</b> to <b>count_e2+1</b>
		Add action	
19	enemy3... On collision with <b>bullet</b>	bullet	Destroy
		enemy3_bullet	FadeDestory: start fade
		enemy3_bullet	Set collisions <b>Disabled</b>
		Add action	
20	enemy3... On collision with <b>bullet</b>	enemy3_box	Subtract <b>1</b> from <b>hp</b>
	enemy3... Is on-screen	bullet	Destroy
		enemy3	Flash: Flash 0.1 on 0.1 off for <b>0.2</b> seconds
		Add action	
21	enemy3... <b>hp</b> ≤ 0	enemy3_box	Clear  Turret targets
		enemy3_box	Set collisions <b>Disabled</b>
		enemy3_box	Destroy
		System	Add <b>800</b> to <b>score</b>
		System	Set <b>count_e3</b> to <b>count_e3+1</b>
		Add action	
22	System Every tick	txt_score	Set text to "Score : " & <b>score</b>
		hp	Set text to "X" & <b>player_box.hp</b>
		Add action	
23	System score ≥ 3000	UI_bar	Start  Timer <b>"enemy_timer2"</b> for <b>enemy_interval</b> (Once)
	System Trigger once	System	Set <b>enemy_interval</b> to <b>1.2</b>
		enemy1_box	Set  Bullet speed to <b>150</b>
		Add action	

			Add action
24	System	score $\geq$ 12000	UI_bar Start  Timer "enemy_timer3" for <b>enemy_interval</b> (Once)
	System	Trigger once	System Set <b>enemy_interval</b> to 1
			enemy1_box Set  Bullet speed to 200
			enemy2_box Set  Bullet speed to 400
			Add action
25	Touch	On tap gesture on <b>pause</b>	System Set time scale to 1-timescale
			Add action
26	System	timescale = 1	<b>pause</b> Set animation to " <b>pause</b> " (play from beginning)
			Add action
27	System	Else	<b>pause</b> Set animation to " <b>play</b> " (play from beginning)
			Add action
28	player	On destroyed	failed  FadeIn: start fade
			System Wait 0.5 seconds
			restart  FadeIn: start fade
			CountBoard  FadeIn: start fade
			CountBoard Set text to " X"&count_e1&newline&newline;"X"&count_e2
			CountBoard Append <i>newline&amp;newline</i> "X"&count_e3
			count_e1 Set position to (352, 250)
			count_e2 Set position to (352, 310)
			count_e3 Set position to (352, 370)
			<b>pause</b> Destroy
			System Save game to slot " <b>mysave</b> "
			Add action
29	System	On save complete	Add action
30	Touch	On touched <small>restart</small> <b>restart</b>	restart  FadeOut: start fade
	restart	Opacity $\geq$ 50	System Wait 0.5 seconds
			failed  FadeOut: start fade
			Add action
31	failed	On destroyed	System Restart layout
			Add action



**EZOApp**程式設計的遙控器控制按  
鈕傳送參數

**Construct2**接收後命令角色做出動  
作反應

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