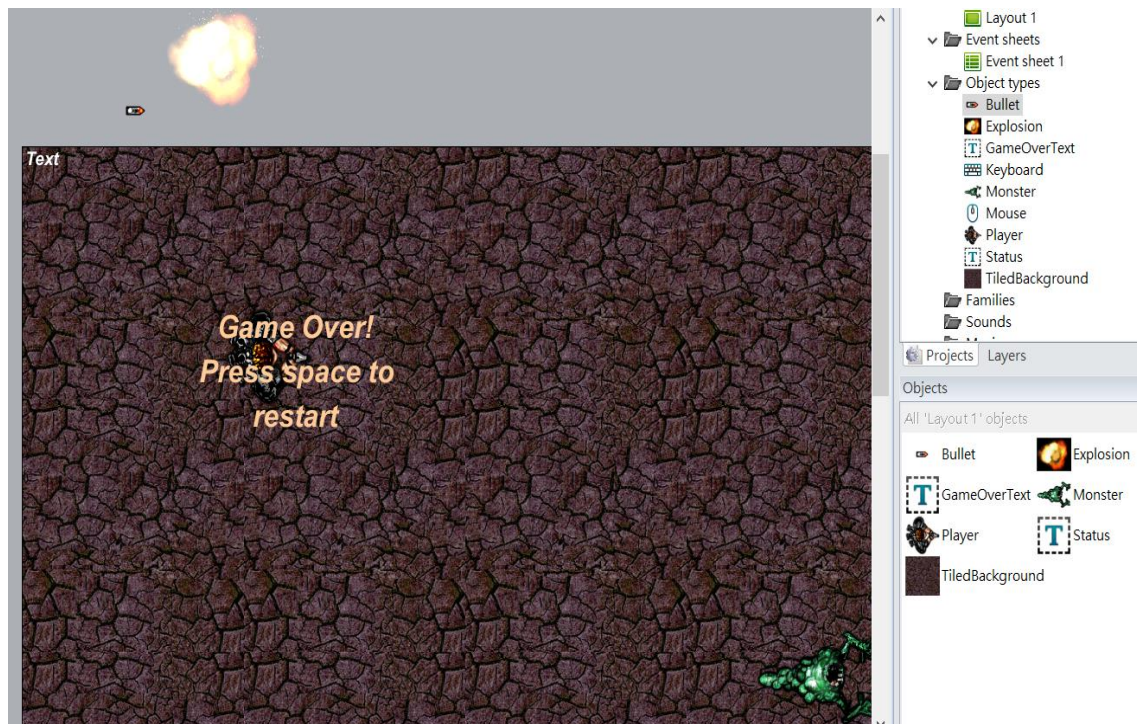


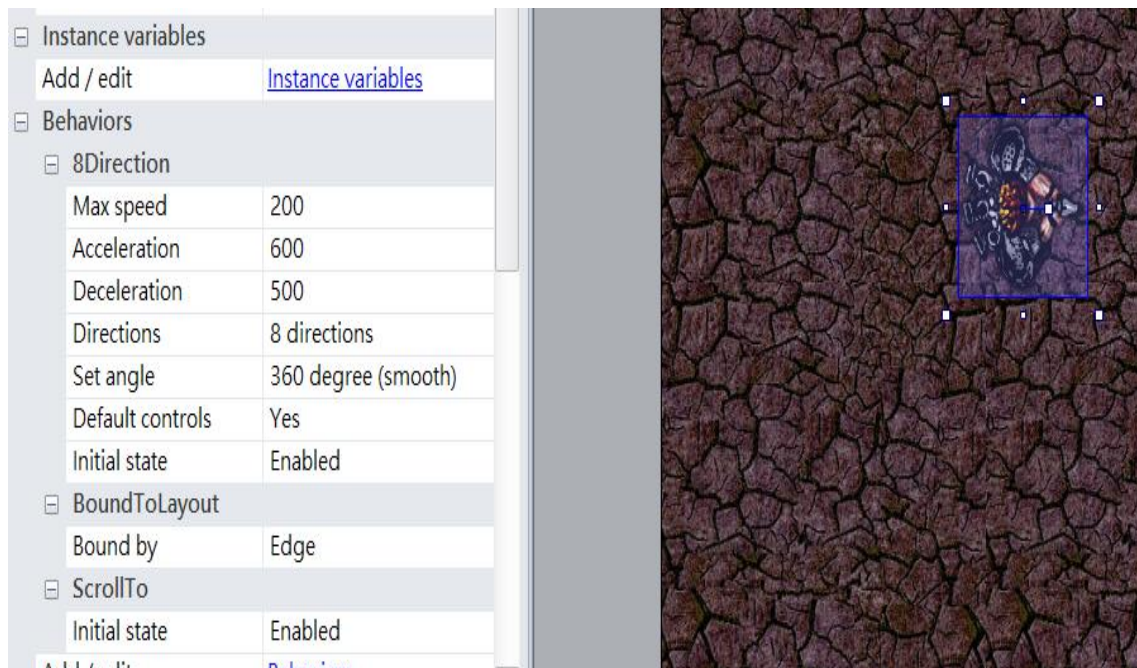
第十一週請實作專題

組員：109021337 陳璽凱、109021011 簡克宇、109021353 臧睿煜

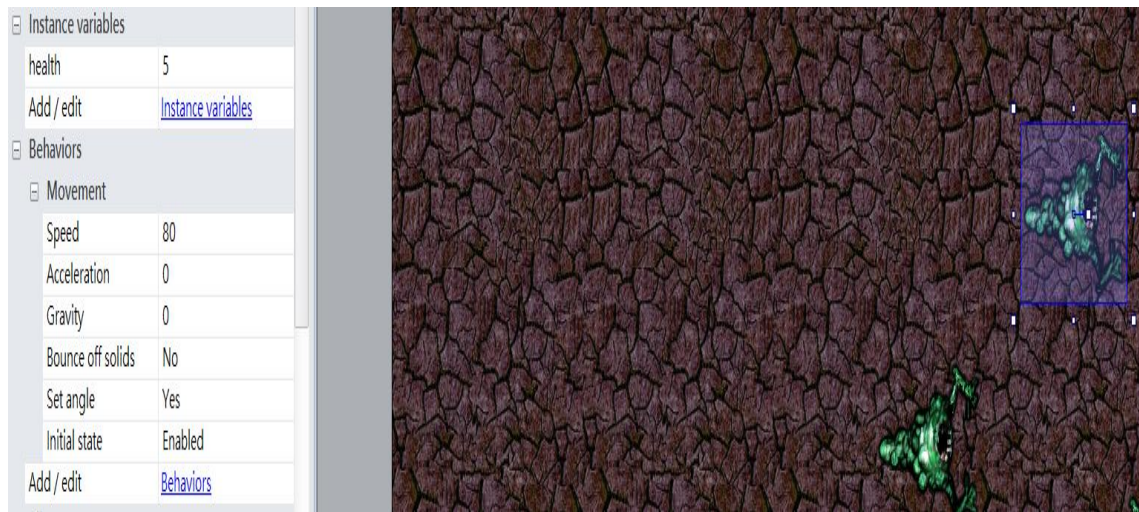
1. 遊戲介面



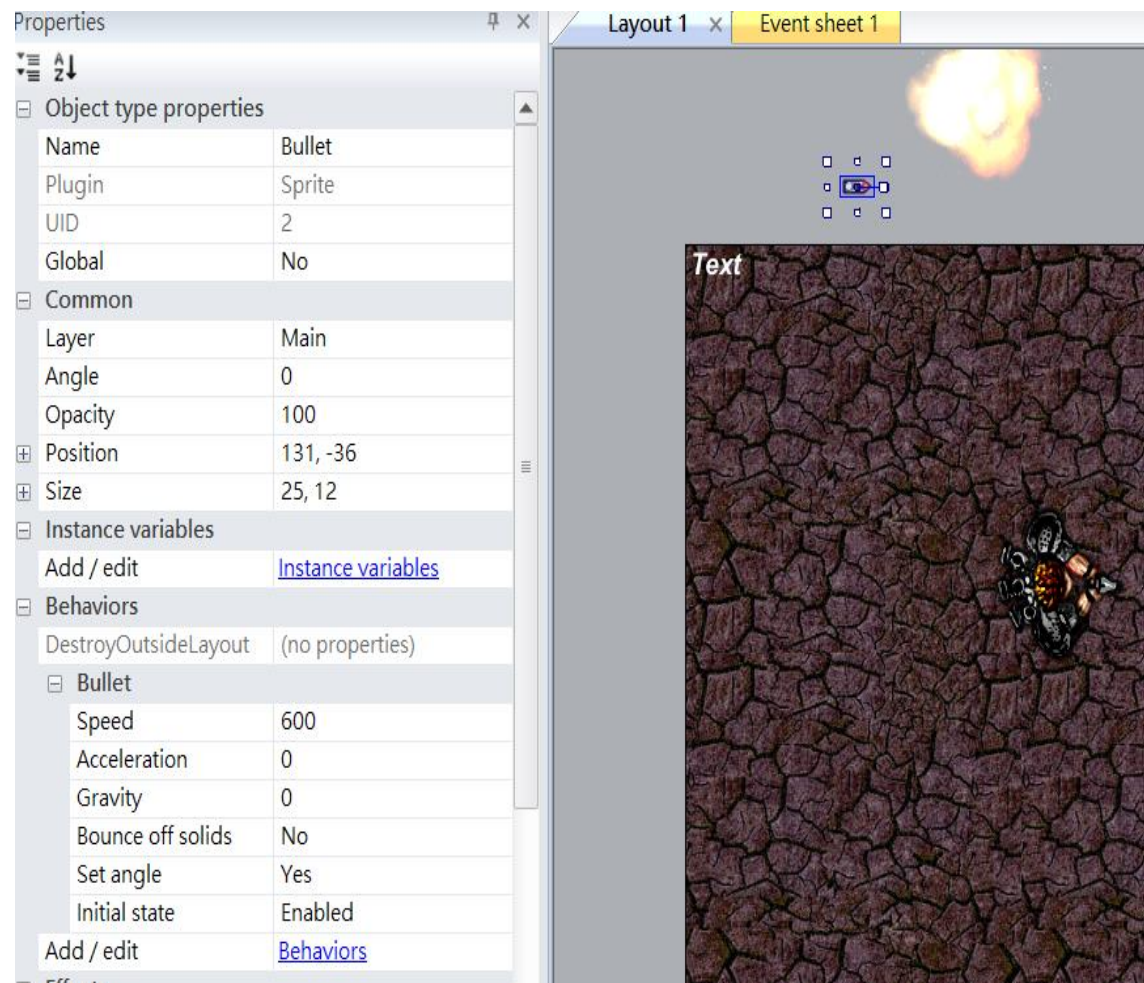
2. player 參數、設定



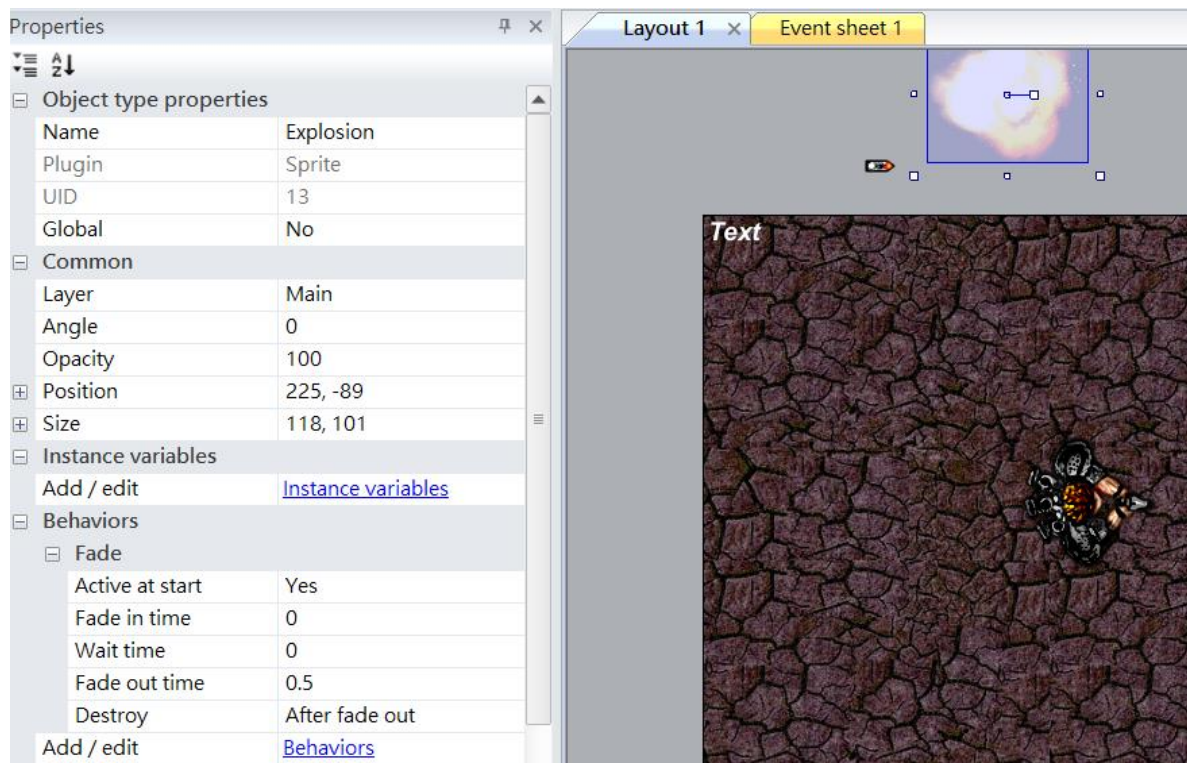
3. monster 參數、設定



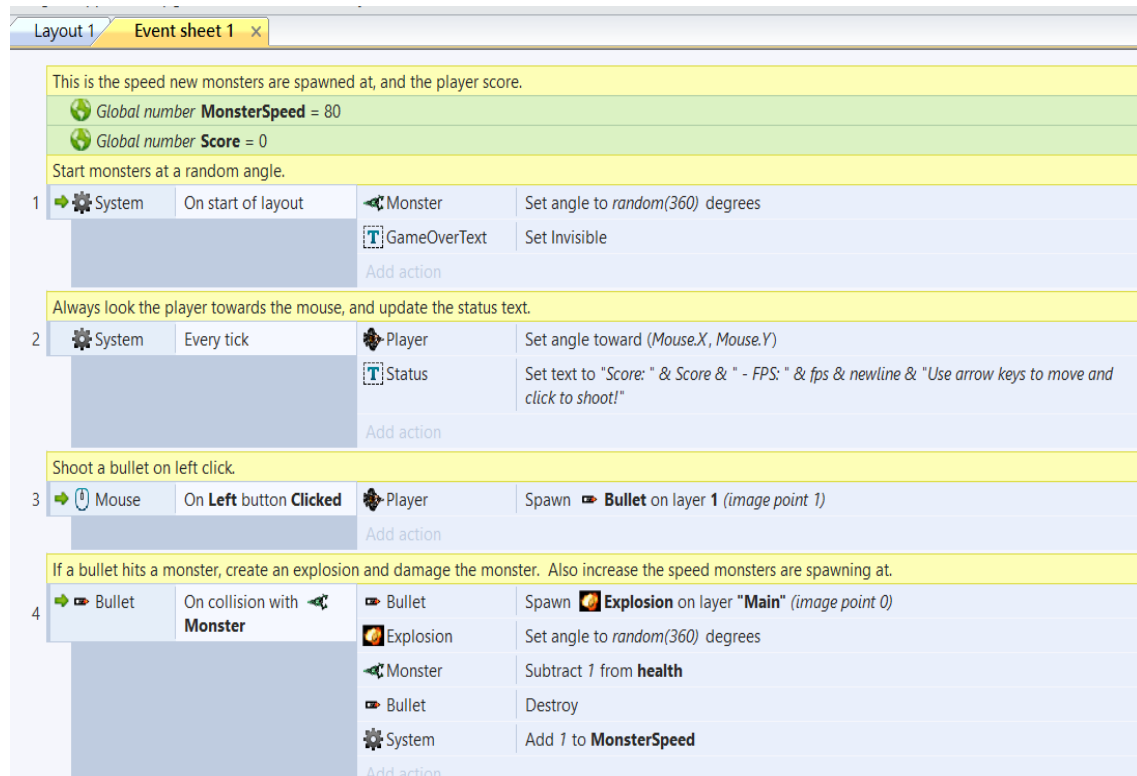
4. bullet 參數、設定



5. explosion 參數、設定



6. 程式碼 Code



5	Monster	health ≤ 0	Monster	Destroy
			Monster	Spawn Explosion on layer "Main" (image point 0)
			Explosion	Set angle to <i>random(360)</i> degrees
			System	Add <i>Monster.Movement.Speed</i> to Score
				Add action
Stop monsters wandering off the layout.				
6	Monster	Is outside layout	Monster	Set angle toward (<i>Player.X</i> , <i>Player.Y</i>)
				Add action
If a monster is within 200 pixels of the player, make it start rotating towards them.				
7	System	For each Monster	Monster	Rotate 1 degrees toward (<i>Player.X</i> , <i>Player.Y</i>)
	System	distance(<i>Player.X</i> , <i>Player.Y</i> , <i>Monster.X</i> , <i>Monster.Y</i>) < 200		Add action
Every 3 seconds, spawn a new monster off to the right of the layout, at the current speed.				
8	System	Every 3 seconds	System	Create object Monster on layer "Main" at (<i>1500</i> , <i>random(1024)</i>)
			Monster	Set Movement speed to <i>MonsterSpeed</i>
				Add action
Kill the player if a monster comes too close!				
9	Monster	On collision with Player	Player	Destroy
			GameOverText	Set Visible
				Add action
Restart after game over if space pressed.				
10	Keyboard	On Space pressed	System	Set MonsterSpeed to 80
	System	Player.Count = 0	System	Set Score to 0
			System	Go to Layout 1



shootgame.mp4