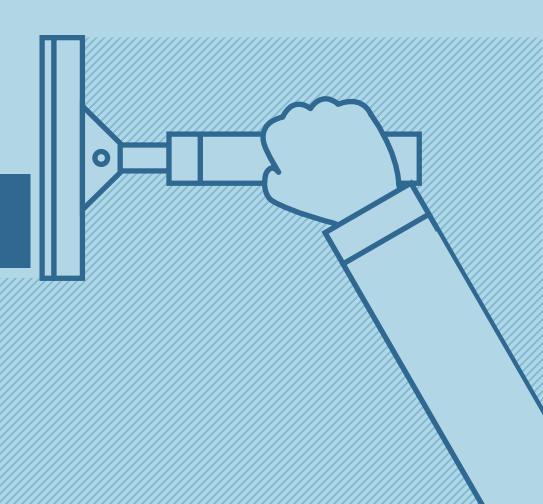


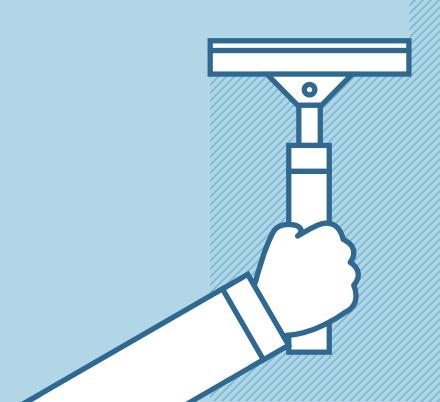
(게임)

컴퓨터공학과 20125107김동영



## 목차

- 1) 앱의 개발 및 목적
- 2) 앱의 특징 및 기능
- 3) 화면 구성 및 컴포넌트
- 4) 주요 알고리즘
- 5) 참고문헌



## 앱의 개발 및 목적

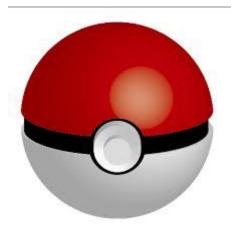


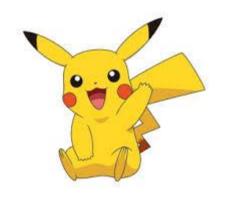




## 앱의 특징 및 기능





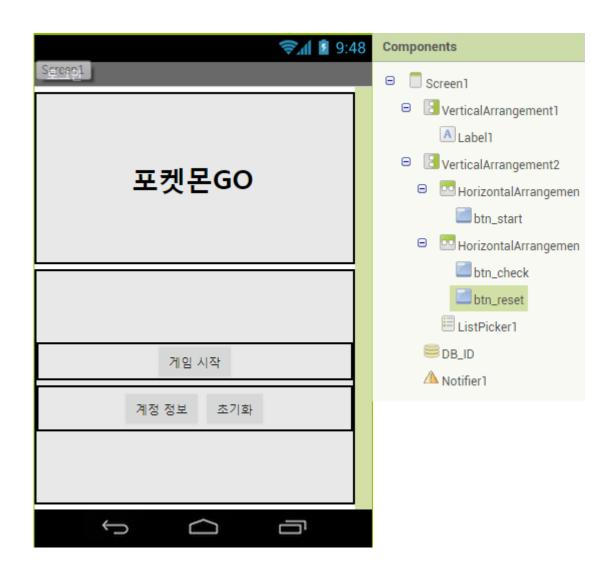






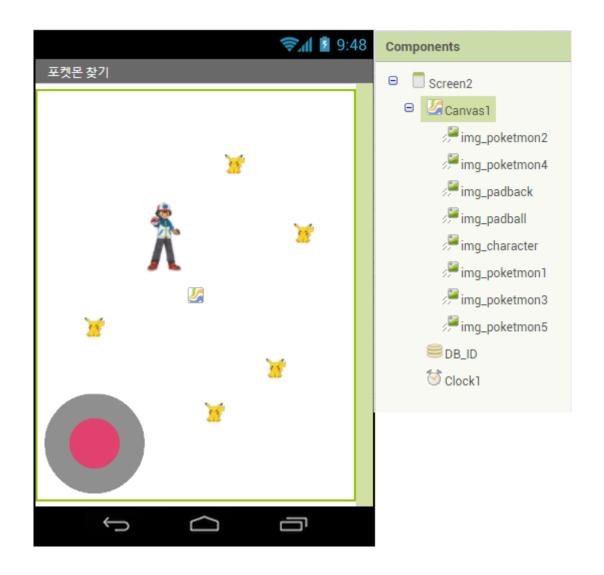
화면 구성 및 컴포넌트

## Screen1: 로딩 화면



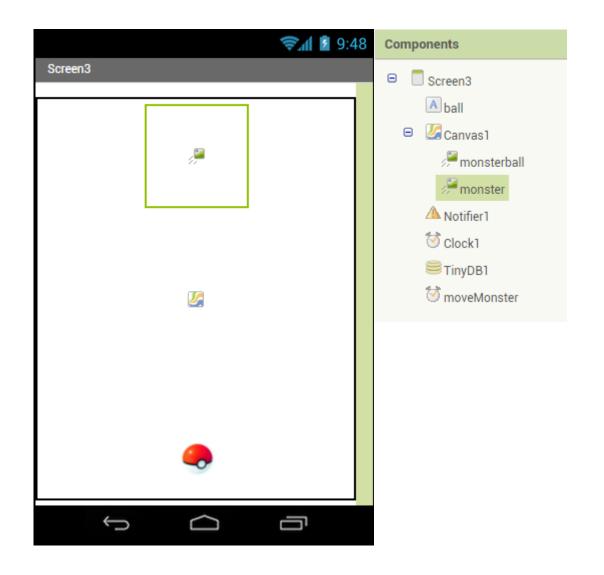


## Screen2 : 포켓몬 찾기 화면



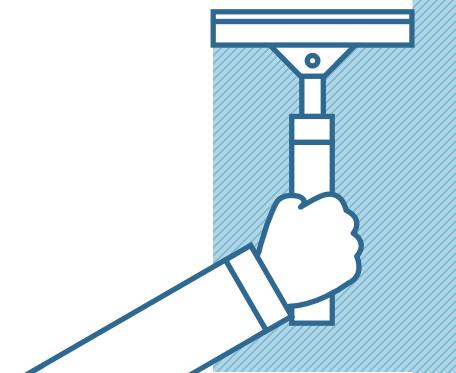


## Screen3: 포켓몬 잡기 화면





# 주요 알고리즘



### Screen1: 로딩 화면

```
when btn_start .Click
do open another screen screenName . "Screen2"
```

```
when btn_reset .Click
do call DB_ID .ClearAll
call checkdb
```

```
when Screen1 · OtherScreenClosed
otherScreenName result
do call checkdb ·
```

```
when Screen1 Initialize
do call checkdb
```

```
to checkdb
do set global tag v to call DB ID v .GetTags
    for each number from (1)
                     to | length of list list | get global tag *
    do set global tagNume • to 000
                                      get global tagNume * * [1]
    set global monster • to [ 0 create empty list
    for each item in list | get global tag *
    do o initialize local temp to o
         in set temp to call DB ID .GetValue
                                                    get item *
                                 valueIfTaqNotThere
                                                    * #NA
             add items to list list get global monster .
                              item 🕻 get temp -
    set ListPicker1 . Elements to get global monster .
```



### Screen2: 포켓몬 찾기 화면

```
when img_padball \(\times\) Dragged
startX startY prevX prevY currentX currentY

do call img_padball \(\times\) MoveTo

\( x \) get currentY \(\times\)
\( y \) get global \( X \) + 25

\( y \) get global \( Y \) + 25

\( x \) get img_character \(\times\) Heading \(\times\) to img_padball \(\times\) Heading \(\times\) + 180

\( x \) set img_character \(\times\) Speed \(\times\) to 10
```

```
when img character - .CollidedWith
 other
              call [img_character - .CollidingWith
    if
                                         other img_poketmon1 -
          set [img_character - ]. Enabled - ] to [ false
           set Clock1 . TimerEnabled to false
          open another screen screenName
                                           " Screen3
            call (img_character • .CollidingWith
    else if
                                                img_poketmon2 *
    then set (img_character * . Enabled * to (false)
           set Clock1 . TimerEnabled to false
          open another screen screenName
                                           " Screen3
            call img_character . CollidingWith
                                                img_poketmon3 *
          set [img_character - ]. Enabled - ] to [ false ]
           set Clock1 . TimerEnabled to false
           open another screen screenName
                                           " Screen3
              call [img_character = .CollidingWith
    else if
                                                img_poketmon4 -
    then set (img_character - . Enabled - to | false
           set Clock1 - . TimerEnabled - to
                                           false
          open another screen screenName
                                           " Screen3
              call img_character . CollidingWith
                                         other ( img_poketmon5 -
          set img_character . Enabled to 1
                                              false 🕶
           set Clock1 . TimerEnabled to false
           open another screen screenName " " Screen3
```



#### Screen3: 포켓몬 잡기 화면

```
to selectPoketMon
    initialize local poketnumber to random integer from
do
                                                         1 to ( 5
        🔯 if
                    get poketnumber -
                                              1
               set monster - . Picture -
                                               monster.jpg
        then
               set global poketmonName
                                               피카츄
                                      → I to
        else if
                    get poketnumber -
                                              2
               set monster . Picture .
                                               monster1.jpg *
        then
               set global poketmonName
        else if
                    get poketnumber -
                                              3
               set monster . Picture .
                                               monster2.jpg *
        then
               set global poketmonName
                                               이브이
        else if
                    get (poketnumber •
                                       = +
        then
               set monster . Picture .
                                               monster3.jpg **
               set global poketmonName - to
                                                파이리
                  monster - . Picture -
                                               monster4.jpg
        else
                                        to
                                               이상해씨 "
               set global poketmonName - to
```



### Screen3: 포켓몬 잡기 화면

```
to tryCatch
 set global do - to 0
 for each (number) from 1
     set global catch • to random integer from
     if
                 get global catch 🔻 🕞 🔭 🕻 get global isRight 🔻
            set global do - to (
                                     get global do
                                                          1
 🔯 if
            get (global do +) = +
       call Notifier1 - .ShowAlert
                                    포획 성공
                          notice
       set Clock1 - . TimerEnabled -
                                    to false
       set global ball - to 3
       call save ▼
       close screen with value result
                                    get (global tag -
       set global ball to get global ball v
       call Notifier1 - ShowAlert
                                    포획 실패 *
                          notice
                          to get global ball -
       set ball . Text .
                                   133
           monsterball +
                                   332
           monsterball +
           monsterball - . Speed -
                                  to 🚺 🕕
       set monsterball . Visible .
                                   to true
```

```
to save
set global tag v to call TinyDB1 v .GetTags
initialize local (tagNum) to (0)
   for each number from
                            length of list list | get global tag -
    do set tagNum to
                                 get (tagNum -
    call TinyDB1 .StoreValue
                         tag
                                     get (tagNum +
                 valueToStore
                                get global poketmonName •
```



### 참고 문헌

- 안드로이드 앱 인벤터 강좌-9부 게임 패드 만들기 (조이스틱). 학성IT교육재단. 2015년10월23일 수정. 2018년 5월 10일 접속.

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- 수업 자료



Q&A

