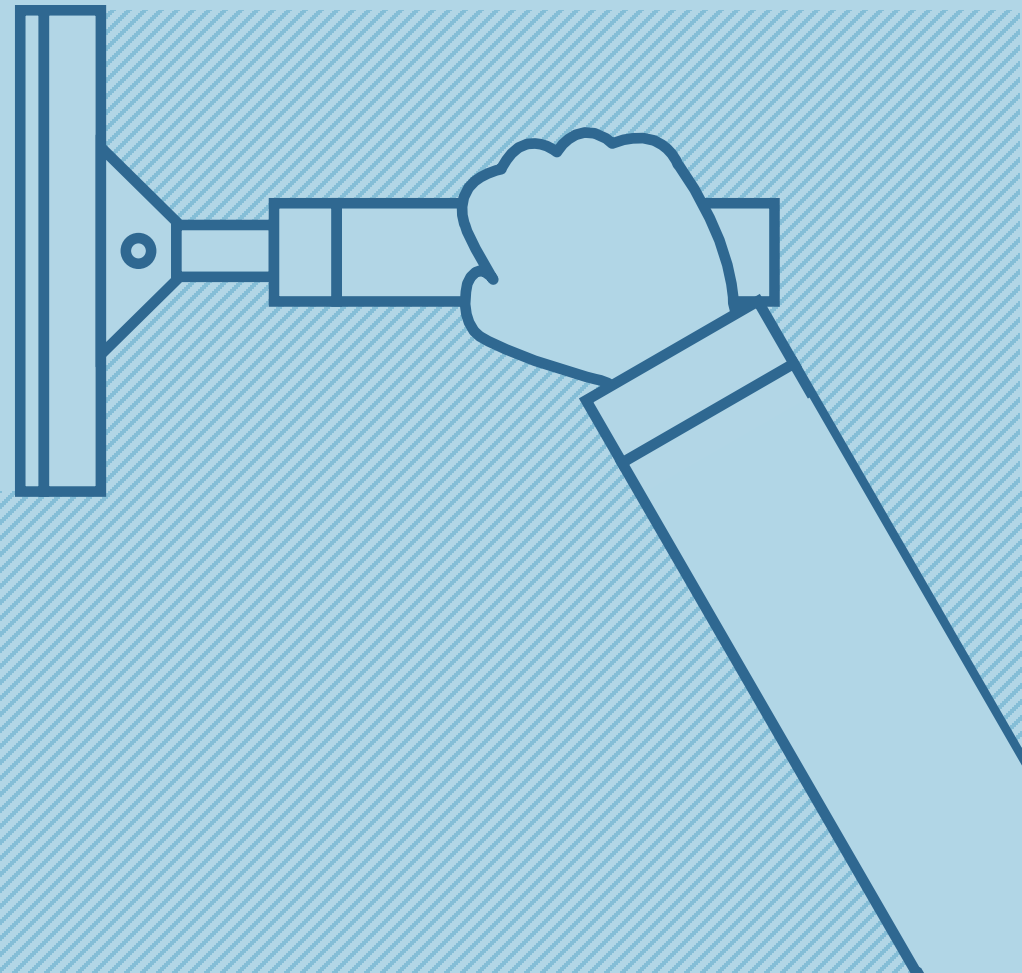


나혼자 GO

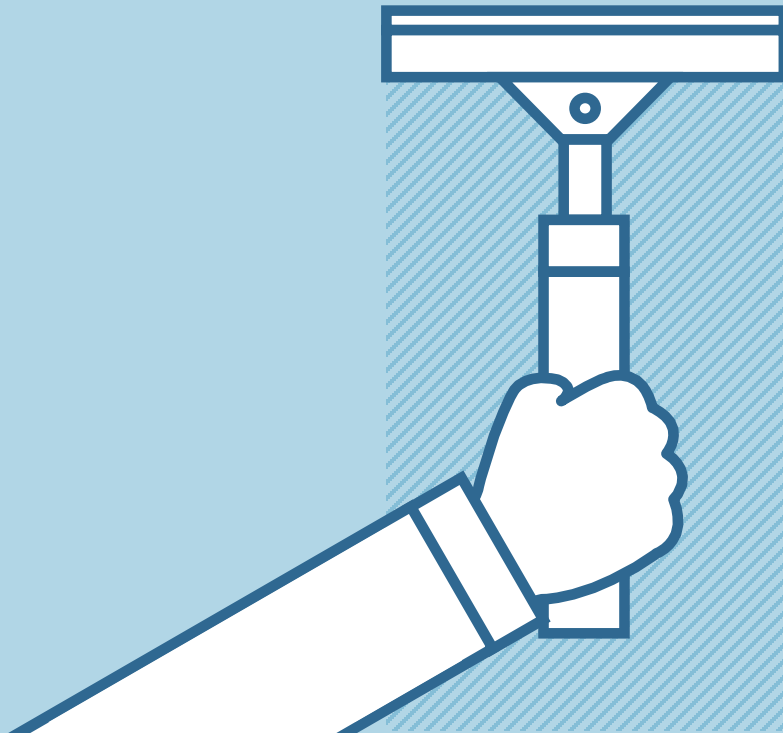
(게임)

컴퓨터공학과
20125107김동영



목차

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



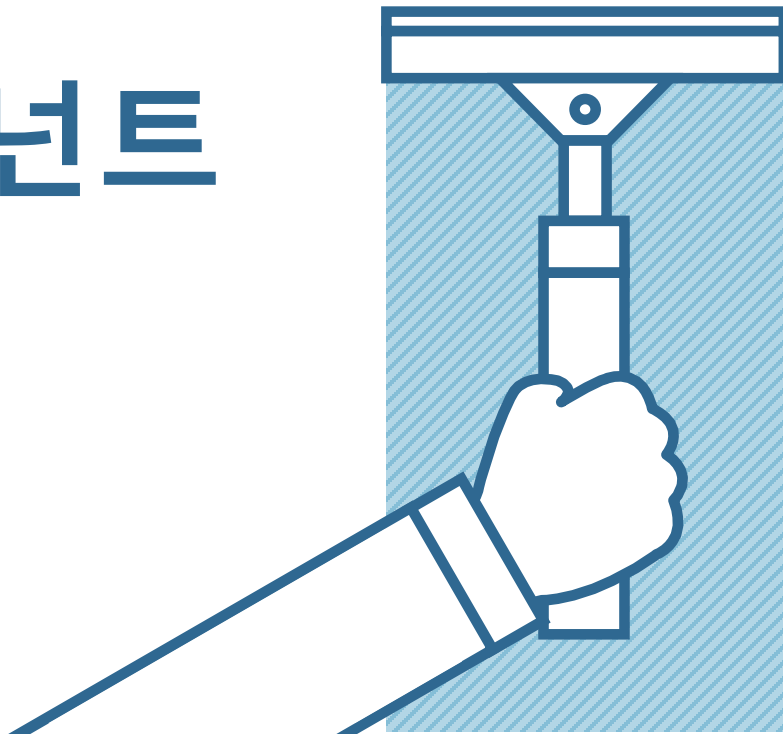
앱의 개발 및 목적



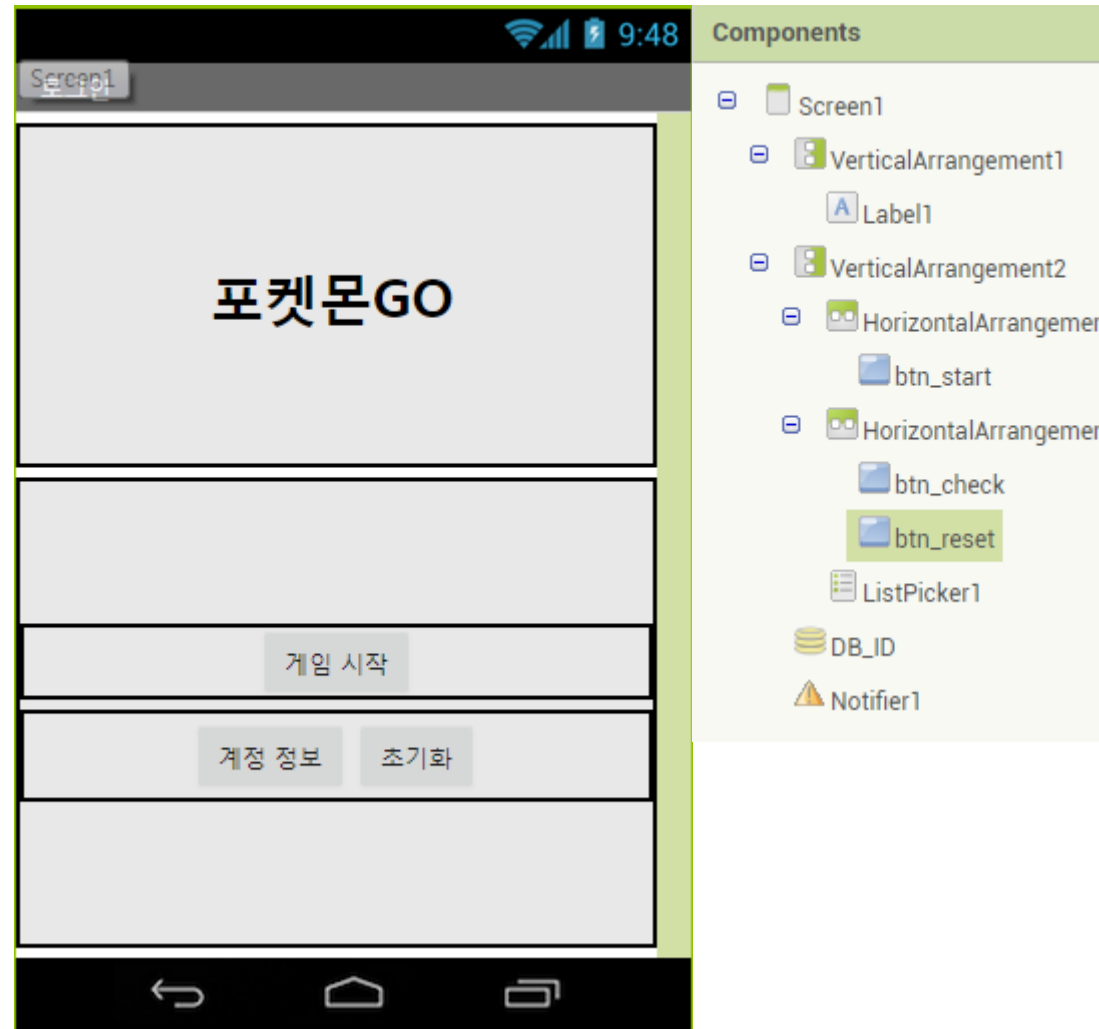
앱의 특징 및 기능



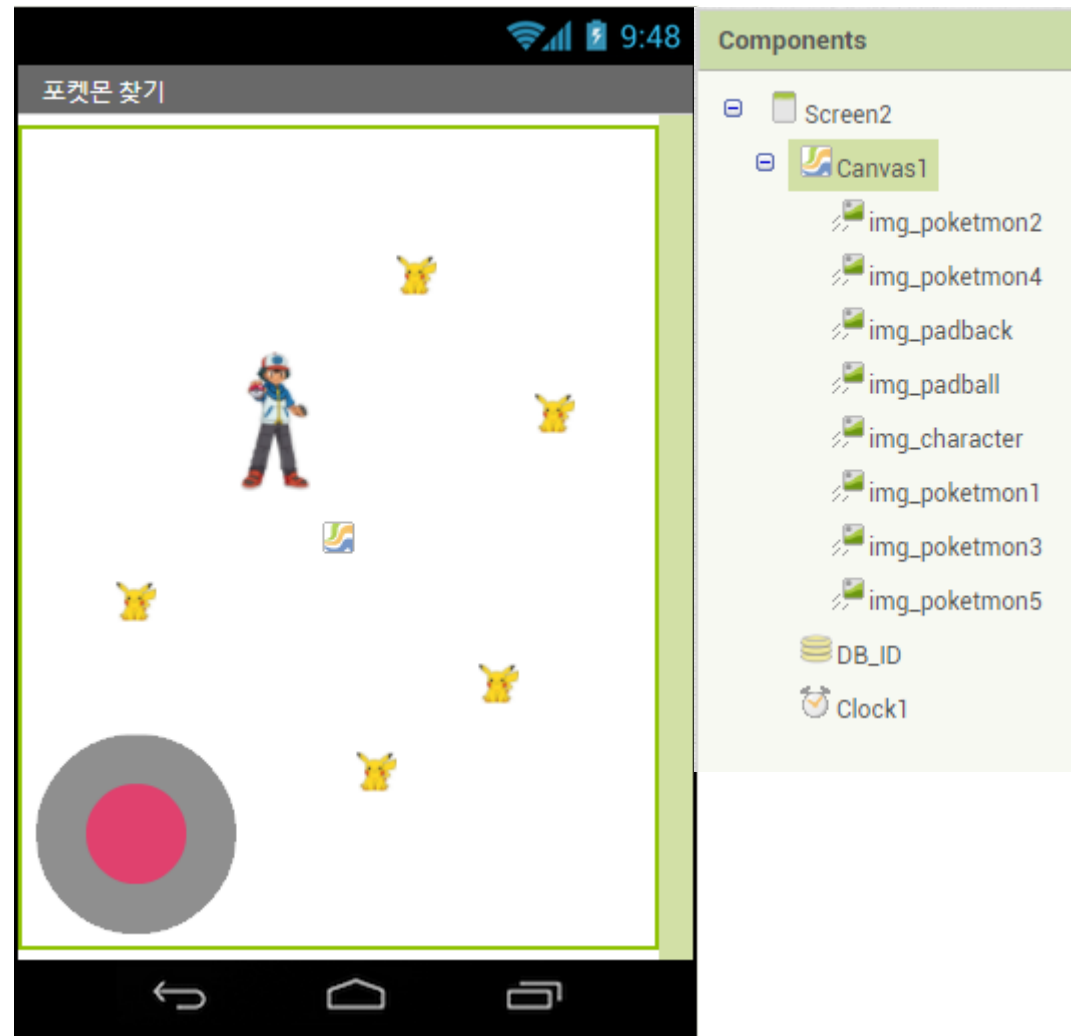
화면 구성 및 컴포넌트



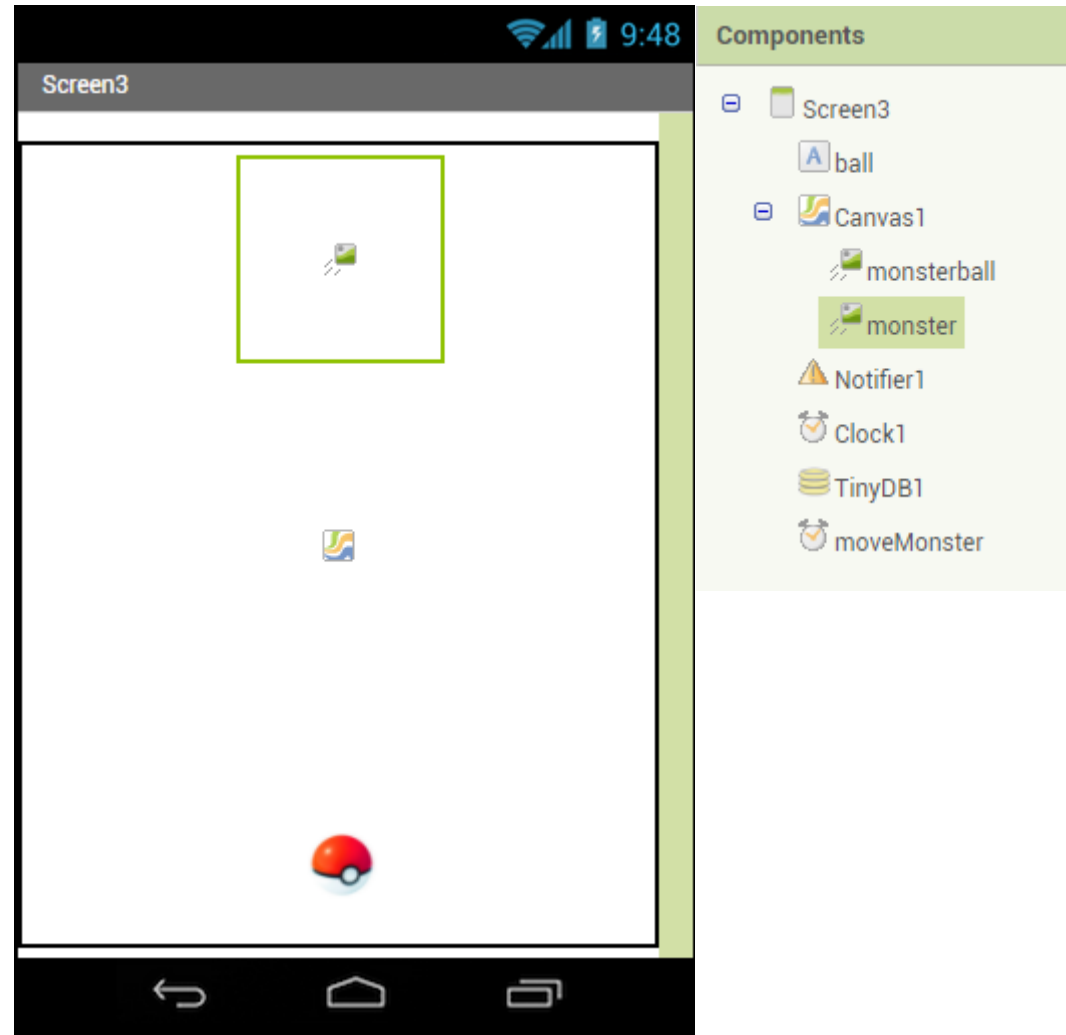
Screen1 : 로딩 화면



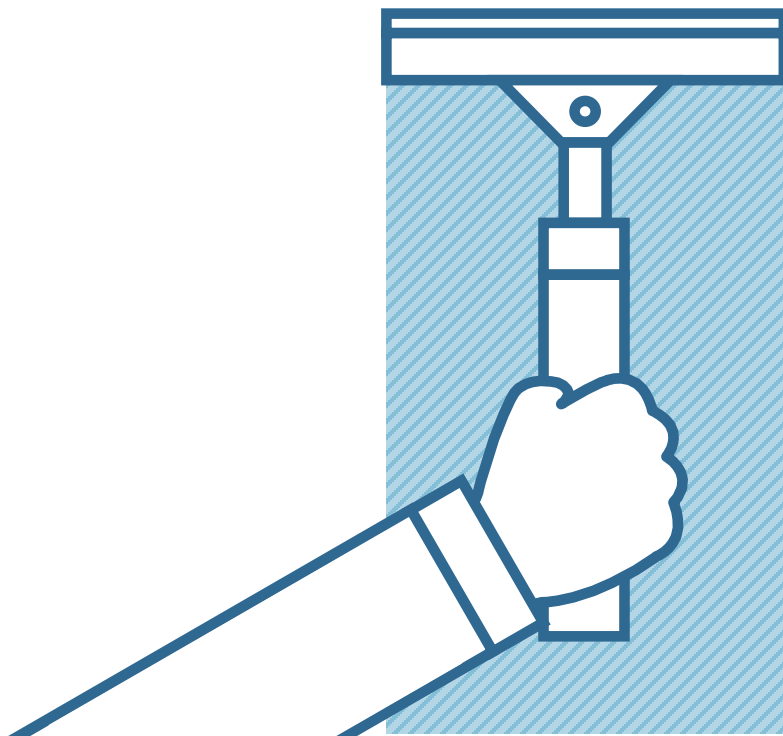
Screen2 : 포켓몬 찾기 화면



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 to call DB_ID.GetTags
   for each number from 1
       to length of list list get global tag
       by 1
       do set global tagName to
           get global tagName + 1
   set global monster to create empty list
   for each item in list get global tag
       do initialize local temp to ""
           in set temp to call DB_ID.GetValue
               tag get item
               valueIfTagNotThere "#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 .Dragged
  startX startY prevX prevY currentX currentY
do
  call img_padball .MoveTo
    x get currentX
    y get currentY
  call img_padball .PointInDirection
    x get global X + 25
    y get global Y + 25
  set img_character .Heading to img_padball .Heading + 180
  set img_character .Speed to 10
```

```
? when Screen2 .OtherScreenClosed
  otherScreenName result
do
  call movePokeTmon
  set img_character .Enabled to true
  set Clock1 .TimerEnabled to true
```

```
? when img_character .CollidedWith
  other
do
  if
    call img_character .CollidingWith
      other img_poketmon1
  then
    set img_character .Enabled to false
    set Clock1 .TimerEnabled to false
    open another screen screenName "Screen3"
  else if
    call img_character .CollidingWith
      other img_poketmon2
  then
    set img_character .Enabled to false
    set Clock1 .TimerEnabled to false
    open another screen screenName "Screen3"
  else if
    call img_character .CollidingWith
      other img_poketmon3
  then
    set img_character .Enabled to false
    set Clock1 .TimerEnabled to false
    open another screen screenName "Screen3"
  else if
    call img_character .CollidingWith
      other img_poketmon4
  then
    set img_character .Enabled to false
    set Clock1 .TimerEnabled to false
    open another screen screenName "Screen3"
  else if
    call img_character .CollidingWith
      other img_poketmon5
  then
    set img_character .Enabled to false
    set Clock1 .TimerEnabled to false
    open another screen screenName "Screen3"
```

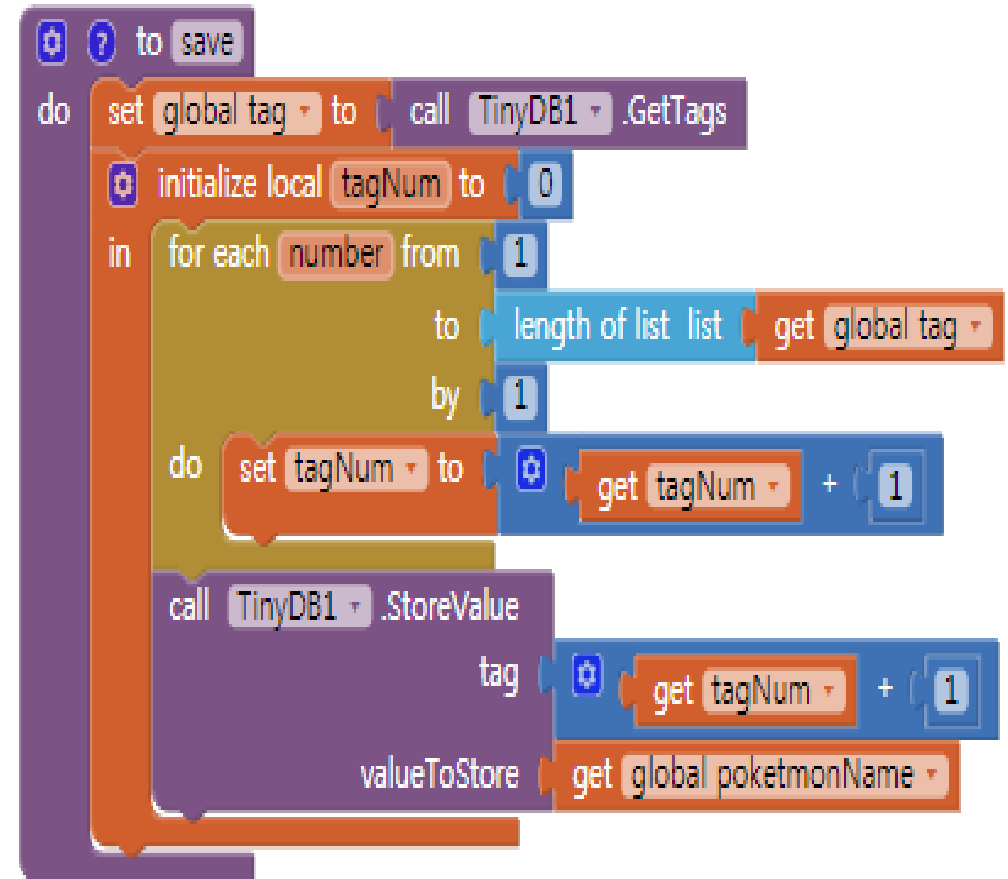
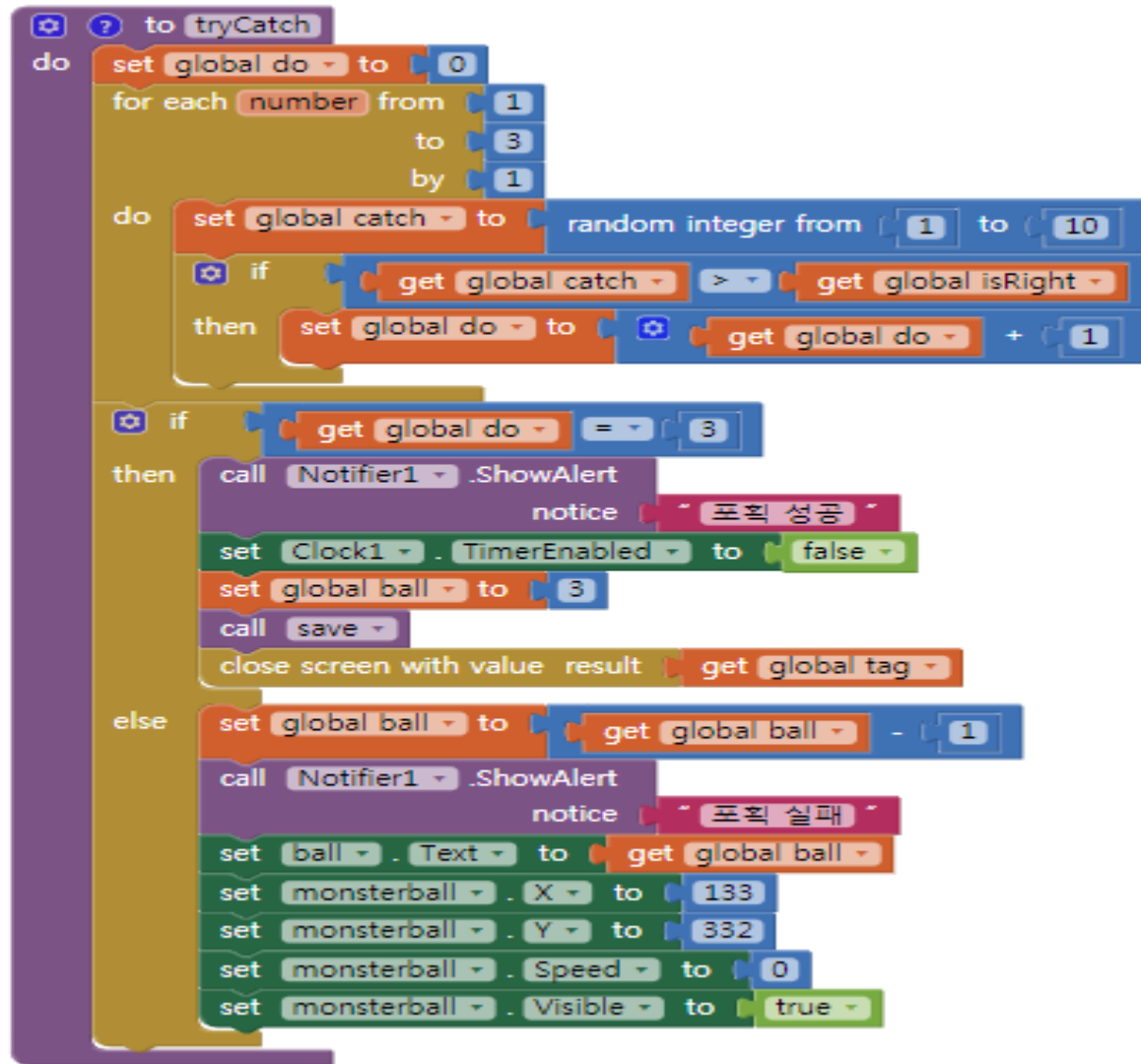


Screen3 : 포켓몬 잡기 화면

```
to selectPokeMon
do
  initialize local poketnumber to random integer from 1 to 5
  in
    if get poketnumber = 1
    then
      set monster . Picture to "monster.jpg"
      set global poketmonName to "피카츄"
    else if get poketnumber = 2
    then
      set monster . Picture to "monster1.jpg"
      set global poketmonName to "꼬부기"
    else if get poketnumber = 3
    then
      set monster . Picture to "monster2.jpg"
      set global poketmonName to "이브이"
    else if get poketnumber = 4
    then
      set monster . Picture to "monster3.jpg"
      set global poketmonName to "파이리"
    else
      set monster . Picture to "monster4.jpg"
      set global poketmonName to "이상해씨"
```



Screen3 : 포켓몬 잡기 화면



참고 문헌

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

[http://blog.naver.com/PostView.nhn?blogId=khrireg&logNo=220517437648.](http://blog.naver.com/PostView.nhn?blogId=khrireg&logNo=220517437648)

- 수업 자료



Q&A

