

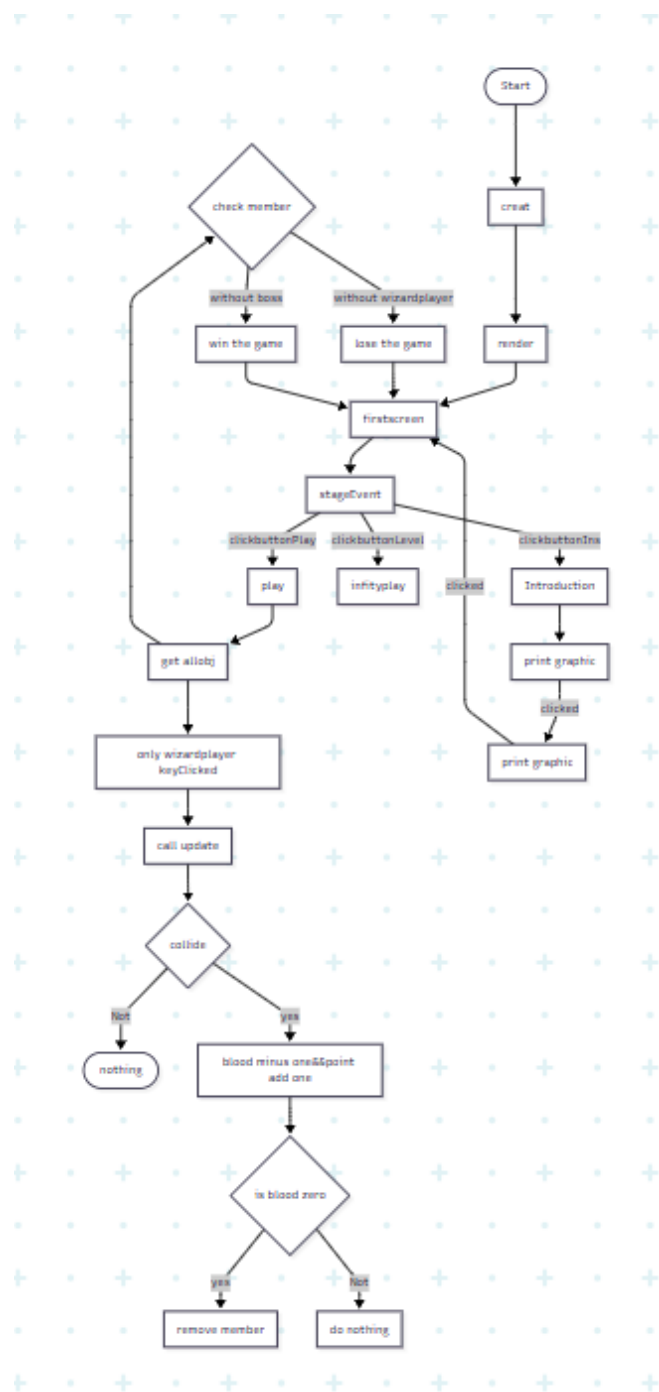
SkyWizard

+SpriteBatch batch
-BitmapFont font
-Texture firstscreen
-Texture whiteTexture
-Stage stage
-ImageButton pageButton
-ImageButton pageButton1
-ImageButton pageButton2
-ImageButton starButton1
-ImageButton starButton2
-ImageButton starButton3
-ShapeRenderer shapeRenderer
-autoMonster monster1
-autoMonster monster2
-autoMonster monster3
-Music backgroundMusic
-int countTimer
-Array circles
-Timer.Task timerHandle
-float bloodLine
-int monster3OriBlood

+void create()
+void render()
+void dispose()
-void keyClicked()
-ImageButton addButton(String picPath, int x, int y, int w, int h, String buttonName)

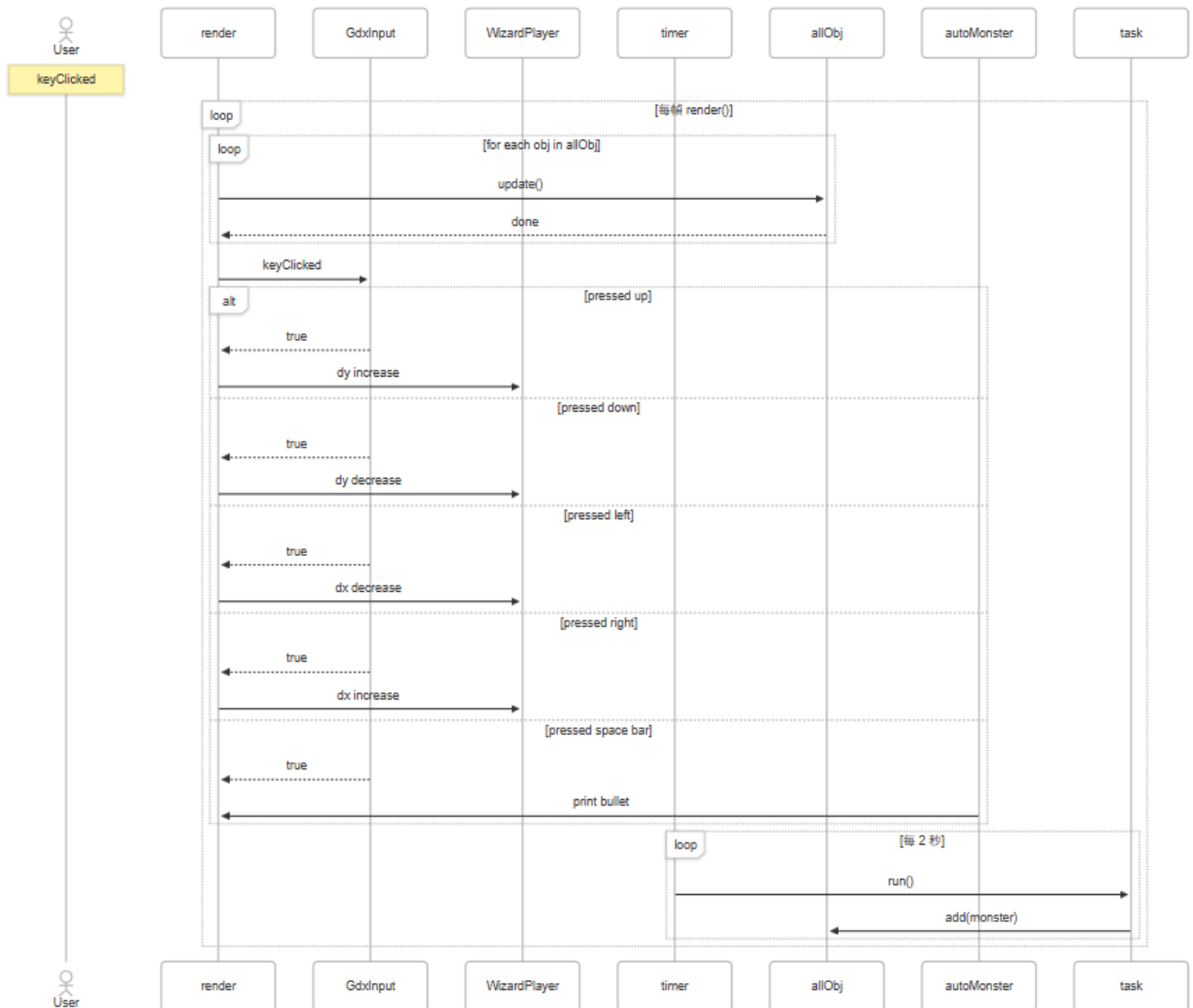
[https://www.mermaidchart.com/app/projects/a9b7a3db-cd85-453e-a1b5-](https://www.mermaidchart.com/app/projects/a9b7a3db-cd85-453e-a1b5-41f51a3ee510/diagrams/b1c56632-feb8-4471-bbde-5d4ac060fba7/version/v0.1/edit)

[41f51a3ee510/diagrams/b1c56632-feb8-4471-bbde-5d4ac060fba7/version/v0.1/edit](https://www.mermaidchart.com/app/projects/a9b7a3db-cd85-453e-a1b5-41f51a3ee510/diagrams/b1c56632-feb8-4471-bbde-5d4ac060fba7/version/v0.1/edit)



[https://www.mermaidchart.com/app/projects/a9b7a3db-cd85-453e-a1b5-](https://www.mermaidchart.com/app/projects/a9b7a3db-cd85-453e-a1b5-41f51a3ee510/diagrams/5be57123-35c6-4f08-8d47-7e950e4266dd/version/v0.1/edit)

[41f51a3ee510/diagrams/5be57123-35c6-4f08-8d47-7e950e4266dd/version/v0.1/edit](https://www.mermaidchart.com/app/projects/a9b7a3db-cd85-453e-a1b5-41f51a3ee510/diagrams/5be57123-35c6-4f08-8d47-7e950e4266dd/version/v0.1/edit)



流程圖

config:

theme: redux

flowchart TD

A(["Start"])

A --> B["creat"]

B --> C["render"]

C --> 10["firstscreen"]

10 --> D["stageEvent"]

D -- clickbuttonPlay --> E["play"]

D -- clickbuttonIns --> F["Introduction"]

D -- clickbuttonLevel --> G["infityplay"]

E --> H["get allobj"]

H --> i["only wizardplayer keyClicked"]

i --> 1["call update"]

1 --> 2{"collide"}

2 -- yes --> 22["blood minus one&&point add one"]

22 --> 23{"is blood zero"}

23 -- yes --> 24["remove member"]

23 -- Not --> 25["do nothing"]

2 -- Not --> 4(["nothing"])

H --> 6{"check member"}

6 -- without wizardplayer --> 7["lose the game"]

6 -- without boss --> 8["win the game"]

7 --> 10

8-->10

F-->f1["print graphic"]

f1-- clicked-->f2["print graphic"]

f2-- clicked-->10

sequenceDiagram

actor User

participant render

participant GdxInput

participant WizardPlayer

participant timer

participant allObj

participant autoMonster

Note over User: keyClicked

loop 每幀 render()

loop for each obj in allObj

render->>allObj: update()

allObj-->>render: done

end

render->>GdxInput: keyClicked

alt pressed up

GdxInput-->>render: true

render->>WizardPlayer: dy increase

else pressed down

GdxInput-->>render: true

render->>WizardPlayer: dy decrease

else pressed left

GdxInput-->>render: true

render->>WizardPlayer: dx decrease

else pressed right

GdxInput-->>render: true

render->>WizardPlayer: dx increase

else pressed space bar

GdxInput-->>render: true

autoMonster->>render: print bullet

end

loop 每 2 秒

timer->>task: run()

task->>allObj: add(monster)

end

end