**首頁**

package com.example.w7.android\_project;

import android.os.Bundle;

import android.content.Intent;

import android.support.v7.app.AppCompatActivity;

import android.view.View;

import android.view.View.OnClickListener;

public class MainActivity extends AppCompatActivity implements OnClickListener

{

int X = 1; //解鎖回來劇情

int Y = 2; //解鎖留下劇情

int Count; //計算同伴死亡數

int Stage; //判斷關卡

int Atk2,Atk3,Atk4;

int LevelVillager1,LevelArcher,LevelVillager2; //計算技能升級

int ExceedVillager1,ExceedArcher,ExceedVillager2; //判斷技能突破

@Override

protected void onCreate(Bundle savedInstanceState)

{

super.onCreate(savedInstanceState);

setContentView(R.layout.activity\_main);

findViewById(R.id.Start).setOnClickListener(MainActivity.this); //設置四個按鈕的監聽

findViewById(R.id.Replay).setOnClickListener(this);

findViewById(R.id.Plot).setOnClickListener(this);

findViewById(R.id.Monster).setOnClickListener(this);

X = getIntent().getIntExtra("X" , 0);

Y = getIntent().getIntExtra("Y" , 0);

Count = getIntent().getIntExtra("Count" , 0);

Stage = getIntent().getIntExtra("Stage" , 0);

Atk2 = getIntent().getIntExtra("Atk2" , 0);

Atk3 = getIntent().getIntExtra("Atk3" , 0);

Atk4 = getIntent().getIntExtra("Atk4" , 0);

LevelVillager1 = getIntent().getIntExtra("LevelVillager1" , 0);

LevelArcher = getIntent().getIntExtra("LevelArcher" , 0);

LevelVillager2 = getIntent().getIntExtra("LevelVillager2" , 0);

ExceedVillager1 = getIntent().getIntExtra("ExceedVillager1" , 0);

ExceedArcher = getIntent().getIntExtra("ExceedArcher" , 0);

ExceedVillager2 = getIntent().getIntExtra("ExceedVillager2" , 0);

}

@Override

public void onClick(View v)

{

switch (v.getId())

{

case R.id.Start:

Intent anim0 = new Intent(MainActivity.this , PlotActivity\_0.class);

startActivity(anim0);

Animation();

break;

case R.id.Replay: //哪結束回哪邊

switch (Stage)

{

case 1:

Intent anim1 = new Intent(MainActivity.this , SecondActivity.class);

startActivity(anim1);

Animation();

break;

case 2:

Intent anim2 = new Intent(MainActivity.this , ThirdActivity.class);

anim2.putExtra("Count" , Count);

anim2.putExtra("Atk2" , Atk2);

anim2.putExtra("Atk3" , Atk3);

anim2.putExtra("Atk4" , Atk4);

anim2.putExtra("LevelVillager1" , LevelVillager1);

anim2.putExtra("LevelArcher" , LevelArcher);

anim2.putExtra("LevelVillager2" , LevelVillager2);

anim2.putExtra("ExceedVillager1" , ExceedVillager1);

anim2.putExtra("ExceedArcher" , ExceedArcher);

anim2.putExtra("ExceedVillager2" , ExceedVillager2);

startActivity(anim2);

Animation();

break;

case 3:

Intent anim3 = new Intent(MainActivity.this , FourthActivity.class);

anim3.putExtra("Count" , Count);

anim3.putExtra("Atk2" , Atk2);

anim3.putExtra("Atk3" , Atk3);

anim3.putExtra("Atk4" , Atk4);

anim3.putExtra("LevelVillager1" , LevelVillager1);

anim3.putExtra("LevelArcher" , LevelArcher);

anim3.putExtra("LevelVillager2" , LevelVillager2);

anim3.putExtra("ExceedVillager1" , ExceedVillager1);

anim3.putExtra("ExceedArcher" , ExceedArcher);

anim3.putExtra("ExceedVillager2" , ExceedVillager2);

startActivity(anim3);

Animation();

break;

}

break;

case R.id.Plot:

Intent anim1 = new Intent(MainActivity.this , PlotActivity.class);

anim1.putExtra("Count" , Count);

anim1.putExtra("Stage" , Stage);

anim1.putExtra("X" , X);

anim1.putExtra("Y" , Y);

anim1.putExtra("Atk2" , Atk2);

anim1.putExtra("Atk3" , Atk3);

anim1.putExtra("Atk4" , Atk4);

anim1.putExtra("LevelVillager1" , LevelVillager1);

anim1.putExtra("LevelArcher" , LevelArcher);

anim1.putExtra("LevelVillager2" , LevelVillager2);

anim1.putExtra("ExceedVillager1" , ExceedVillager1);

anim1.putExtra("ExceedArcher" , ExceedArcher);

anim1.putExtra("ExceedVillager2" , ExceedVillager2);

startActivity(anim1);

Animation();

break;

case R.id.Monster:

Intent anim2 = new Intent(MainActivity.this , MonsterActivity.class);

anim2.putExtra("Count" , Count);

anim2.putExtra("Stage" , Stage);

anim2.putExtra("X" , X);

anim2.putExtra("Y" , Y);

anim2.putExtra("Atk2" , Atk2);

anim2.putExtra("Atk3" , Atk3);

anim2.putExtra("Atk4" , Atk4);

anim2.putExtra("LevelVillager1" , LevelVillager1);

anim2.putExtra("LevelArcher" , LevelArcher);

anim2.putExtra("LevelVillager2" , LevelVillager2);

anim2.putExtra("ExceedVillager1" , ExceedVillager1);

anim2.putExtra("ExceedArcher" , ExceedArcher);

anim2.putExtra("ExceedVillager2" , ExceedVillager2);

startActivity(anim2);

Animation();

break;

}

}

public void Animation() //設置切換動畫，從右邊進入，左邊退出

{

overridePendingTransition(R.anim.out\_to\_right, R.anim.out\_to\_left);

}

public void onBackPressed() //禁用返回鍵

{

//super.onBackPressed();

}

}

**劇情(一開始)**

package com.example.w7.android\_project;

import android.content.Intent;

import android.os.Bundle;

import android.support.v7.app.AppCompatActivity;

import android.view.MotionEvent;

import android.view.View;

import android.view.View.OnTouchListener;

import android.widget.ImageView;

import android.widget.TextView;

public class PlotActivity\_0 extends AppCompatActivity implements OnTouchListener

{

private TextView textView;

private ImageView imageView;

int I; //判斷哪一句對話

boolean again = true; //設定一開始會自動對話

@Override

protected void onCreate(Bundle savedInstanceState)

{

super.onCreate(savedInstanceState);

setContentView(R.layout.activity\_plot\_0);

textView = findViewById(R.id.textView);

textView.setText("在參觀博物館的途中,看見一扇詭異的門");

textView.setOnTouchListener(this); //也可另外創建class實作介面OnTouchListener

imageView = findViewById(R.id.imageView);

imageView.setOnTouchListener(this);

}

@Override

public boolean onTouch(View v, MotionEvent event)

{

switch (event.getAction())

{

case MotionEvent.ACTION\_DOWN:

I++;

Dialogue();

break;

default :

break;

}

return true; //return true說明事件已經完成，不再被其他監聽器調用

}

public void Dialogue()

{

if (again)

{

switch (I)

{

case 1:

textView.setText("那是在找廁所時看到的");

break;

case 2:

textView.setText("奇怪的是,周遭的人們視而不見");

break;

case 3:

textView.setText("彷若那扇門不存在的樣子!!!");

break;

case 4:

textView.setText("於是便不假思索地走了進去");

break;

case 5:

Intent End = new Intent(PlotActivity\_0.this , PlotActivity\_1.class);

startActivity(End);

Animation();

break;

}

}

}

public void Animation() //設置切換動畫，從右邊進入，左邊退出

{

overridePendingTransition(R.anim.out\_to\_right, R.anim.out\_to\_left);

}

public void onBackPressed() //禁用返回鍵

{

//super.onBackPressed();

}

}

**自動跑劇情**

/\*

public void Timer()

{

timer = new Timer();

timerTask = new TimerTask()

{

@Override

public void run()

{

Dialogue();

}

};

timer.schedule(timerTask,4000,4000); //4秒後執行一次,每4秒再執行

}

**到頁面時會自動播放音樂**

@Override

protected void onStart()

{

super.onStart();

mediaPlayer.start();

}

@Override

protected void onPause()

{

super.onPause();

mediaPlayer.pause();

}

@Override

protected void onDestroy()

{

super.onDestroy();

mediaPlayer.release();

}

Player()建立在onCreate

public void Player()

{

try

{

mediaPlayer = MediaPlayer.create(this, R.raw.soulworkerend);

mediaPlayer.setAudioStreamType(AudioManager.STREAM\_MUSIC);

mediaPlayer.setLooping(false);

}

catch (IllegalArgumentException e)

{

e.printStackTrace();

}

catch (SecurityException e)

{

e.printStackTrace();

}

catch (IllegalStateException e)

{

e.printStackTrace();

}

}

**戰鬥(最後一關)**

package com.example.w7.android\_project;

import android.content.Intent;

import android.os.Bundle;

import android.support.v7.app.AppCompatActivity;

import android.view.View;

import android.widget.Button;

import android.widget.ProgressBar;

import android.widget.TextView;

import java.util.Timer;

import java.util.TimerTask;

public class FourthActivity extends AppCompatActivity implements View.OnClickListener

{

private ProgressBar HpBarMonster,EnergyBarMonster,HpBarVillager1,HpBarArcher,HpBarVillager2,EnergyBarAll;

private TextView TvMonster,TvVillager1,TvArcher,TvVillager2,TvEnergy;

private Button ButtonVillager1,ButtonArcher,ButtonVillager2;

int Hp1 = 5000,Hp2 = 1000,Hp3 = 1000,Hp4 = 1000;

int Atk1 = 250;

boolean HpBoolean; //判斷是否能補血

int I; //存放隨機MonsterAttack()

int Attract; //判斷誘敵回合

int Energy1,Energy2; //存放雙方攻擊能量

int Stage = 3; //判斷關卡

int Count; //計算同伴死亡數

int Atk2,Atk3,Atk4;

int LevelVillager1,LevelArcher,LevelVillager2; //計算技能升級

int ExceedVillager1,ExceedArcher,ExceedVillager2; //判斷技能突破

@Override

protected void onCreate (Bundle savedInstanceState)

{

super.onCreate(savedInstanceState);

setContentView(R.layout.activity\_fourth);

TvVillager1 = findViewById(R.id.villager1);

TvVillager1.setText(String.valueOf(Hp2));

TvArcher = findViewById(R.id.archer);

TvArcher.setText(String.valueOf(Hp3));

TvVillager2 = findViewById(R.id.villager2);

TvVillager2.setText(String.valueOf(Hp4));

TvMonster = findViewById(R.id.monster2);

TvMonster.setText(String.valueOf(Energy1));

TvEnergy = findViewById(R.id.energyall);

TvEnergy.setText(String.valueOf(Energy2));

ButtonVillager1 = findViewById(R.id.btn1);

ButtonVillager1.setOnClickListener(this);

ButtonArcher = findViewById(R.id.btn2);

ButtonArcher.setOnClickListener(this);

ButtonVillager2 = findViewById(R.id.btn3);

ButtonVillager2.setOnClickListener(this);

findViewById(R.id.btn4).setOnClickListener(this);

findViewById(R.id.btn5).setOnClickListener(this);

findViewById(R.id.btn6).setOnClickListener(this);

findViewById(R.id.imagemonster).setOnClickListener(this);

findViewById(R.id.imagevillager1).setOnClickListener(this);

findViewById(R.id.imagearcher).setOnClickListener(this);

findViewById(R.id.imagevillager2).setOnClickListener(this);

HpBarMonster = findViewById(R.id.monsterhp);

HpBarMonster.setMax(Hp1);

MonsterHpBar();

EnergyBarMonster = findViewById(R.id.monsterenergy);

EnergyBarMonster.setMax(10);

EnergyBarMonster.setProgress(0);

HpBarVillager1 = findViewById(R.id.villager1hp);

HpBarVillager1.setMax(Hp2);

Villager1HpBar();

HpBarArcher = findViewById(R.id.archerhp);

HpBarArcher.setMax(Hp3);

ArcherHpBar();

HpBarVillager2 = findViewById(R.id.villager2hp);

HpBarVillager2.setMax(Hp4);

Villager2HpBar();

EnergyBarAll = findViewById(R.id.energy);

EnergyBarAll.setMax(30);

EnergyBarAll.setProgress(0);

Count = getIntent().getIntExtra("Count" , 0);

Atk2 = getIntent().getIntExtra("Atk2" , 0);

ButtonVillager1.setText("傷害 " + String.valueOf(Atk2));

Atk3 = getIntent().getIntExtra("Atk3" , 0);

ButtonArcher.setText("傷害 " + String.valueOf(Atk3));

Atk4 = getIntent().getIntExtra("Atk4" , 0);

ButtonVillager2.setText("傷害 " + String.valueOf(Atk4));

LevelVillager1 = getIntent().getIntExtra("LevelVillager1" , 0);

LevelArcher = getIntent().getIntExtra("LevelArcher" , 0);

LevelVillager2 = getIntent().getIntExtra("LevelVillager2" , 0);

ExceedVillager1 = getIntent().getIntExtra("ExceedVillager1" , 0);

ExceedArcher = getIntent().getIntExtra("ExceedArcher" , 0);

ExceedVillager2 = getIntent().getIntExtra("ExceedVillager2" , 0);

}

@Override

public void onClick (View v) // 實作監聽器介面中定義的 onClick 方法

{

if (Hp1 > 0)

{

if (Hp2 > 0)

{

if (v.getId() == R.id.btn1)

{

MonsterAttack();

MonsterEnergyBar();

Villager1();

Level(v);

}

if (v.getId() == R.id.btn4)

{

if (Energy2 > 2)

{

Energy2 -= 3;

TvEnergy.setText(String.valueOf(Energy2));

EnergyBarAll.setProgress(Energy2);

Attract = 3;

}

}

}

if (Hp3 > 0)

{

if (v.getId() == R.id.btn2)

{

MonsterAttack();

MonsterEnergyBar();

Archer();

Level(v);

}

if (v.getId() == R.id.btn5)

{

if (Energy2 > 4)

{

Energy2 -= 5;

TvEnergy.setText(String.valueOf(Energy2));

EnergyBarAll.setProgress(Energy2);

Atk3 \*= 3;

Hp1 -= Atk3;

if (Hp1 > 0)

{

MonsterAttack();

MonsterEnergyBar();

MonsterHpBar();

Atk3 /= 3;

}

else

{

MonsterAttack();

MonsterEnergyBar();

MonsterHpBar();

Atk3 /= 3;

ExceedArcher++;

Win();

}

}

}

}

if (Hp4 > 0)

{

if (v.getId() == R.id.btn3)

{

MonsterAttack();

MonsterEnergyBar();

Villager2();

Level(v);

}

if (v.getId() == R.id.btn6)

{

if (Energy2 > 6)

{

Energy2 -= 7;

TvEnergy.setText(String.valueOf(Energy2));

EnergyBarAll.setProgress(Energy2);

HpBoolean = true;

}

}

if (HpBoolean)

{

Atk4 \*= 3;

switch (v.getId())

{

case R.id.imagemonster:

Hp1 += Atk4;

if (Hp1 < 2000)

{

MonsterHpBar();

}

else

{

Hp1 -= 2000;

Hp1 = 2000;

MonsterHpBar();

}

HpBoolean();

break;

case R.id.imagevillager1:

Hp2 += Atk4;

if (Hp2 < 1000)

{

TvVillager1.setText(String.valueOf(Hp2));

Villager1HpBar();

}

else

{

Hp2 -= 1000;

Hp2 = 1000;

TvVillager1.setText(String.valueOf(Hp2));

Villager1HpBar();

}

HpBoolean();

break;

case R.id.imagearcher:

Hp3 += Atk4;

if (Hp3 < 1000)

{

TvArcher.setText(String.valueOf(Hp3));

ArcherHpBar();

}

else

{

Hp3 -= 1000;

Hp3 = 1000;

TvArcher.setText(String.valueOf(Hp3));

ArcherHpBar();

}

HpBoolean();

break;

case R.id.imagevillager2:

Hp4 += Atk4;

if (Hp4 < 1000)

{

TvVillager2.setText(String.valueOf(Hp4));

Villager2HpBar();

}

else

{

Hp4 -= 1000;

Hp4 = 1000;

TvVillager2.setText(String.valueOf(Hp4));

Villager2HpBar();

}

HpBoolean();

break;

}

Atk4 /= 3;

MonsterEnergyBar();

}

}

}

}

public void MonsterAttack()

{

if (Attract > 0)

{

I = 8;

Attract--;

}

else

{

I = (int) (Math.random() \* 10);

}

if (I < 2)

{

if (Hp2 > 0)

{

Hp2 -= Atk1;

if (Hp2 <= 0)

{

Hp2 = 0;

TvVillager1.setText(String.valueOf(Hp2));

Villager1HpBar();

}

else

{

TvVillager1.setText(String.valueOf(Hp2));

Villager1HpBar();

}

}

else

{

MonsterAttack();

}

}

else if (I >= 2 && I < 4)

{

if (Hp3 > 0)

{

Hp3 -= Atk1;

if (Hp3 <= 0)

{

Hp3 = 0;

TvArcher.setText(String.valueOf(Hp3));

ArcherHpBar();

Dead();

}

else

{

TvArcher.setText(String.valueOf(Hp3));

ArcherHpBar();

}

}

else

{

Dead();

}

}

else

{

if (Hp4 > 0)

{

Hp4 -= Atk1;

if (Hp4 <= 0)

{

Hp4 = 0;

TvVillager2.setText(String.valueOf(Hp4));

Villager2HpBar();

}

else

{

TvVillager2.setText(String.valueOf(Hp4));

Villager2HpBar();

}

}

else

{

MonsterAttack();

}

}

}

public void Villager1()

{

if (LevelVillager1 > 0 && LevelVillager1 < 3)

{

Energy2 += 3;

Atk2 += 70;

}

else if (ExceedVillager1 > 0 && LevelVillager1 < 5)

{

Energy2 += 3;

Atk2 += 140;

}

else if (ExceedVillager1 > 1 && LevelVillager1 < 7)

{

Energy2 += 3;

Atk2 += 210;

}

ButtonVillager1.setText("傷害 " + String.valueOf(Atk2));

Hp1 -= Atk2;

if (Hp1 > 0)

{

MonsterHpBar();

AllEnergyBar();

}

else

{

ExceedVillager1++;

Win();

}

}

public void Archer()

{

if (LevelArcher > 0 && LevelArcher < 3)

{

Energy2 += 2;

Atk3 += 50;

}

else if (ExceedArcher > 0 && LevelArcher < 5)

{

Energy2 += 2;

Atk3 += 100;

}

else if (ExceedArcher > 1 && LevelArcher < 7)

{

Energy2 += 2;

Atk3 += 150;

}

ButtonArcher.setText("傷害 " + String.valueOf(Atk3));

Hp1 -= Atk3;

if (Hp1 > 0)

{

MonsterHpBar();

AllEnergyBar();

}

else

{

ExceedArcher++;

Win();

}

}

public void Villager2()

{

if (LevelVillager2 > 0 && LevelVillager2 < 3)

{

Energy2 += 1;

Atk4 += 10;

}

else if (ExceedVillager2 > 0 && LevelVillager2 < 5)

{

Energy2 += 2;

Atk4 += 20;

}

else if (ExceedVillager2 > 1 && LevelVillager2 < 7)

{

Energy2 += 4;

Atk4 += 40;

}

ButtonVillager2.setText("傷害 " + String.valueOf(Atk4));

Hp1 -= Atk4;

if (Hp1 > 0)

{

MonsterHpBar();

AllEnergyBar();

}

else

{

ExceedVillager2++;

Win();

}

}

public void MonsterHpBar()

{

HpBarMonster.setProgress(Hp1);

}

public void MonsterEnergyBar()

{

Energy1++;

if (Energy1 > 6)

{

Atk1 += 5;

}

if (Energy1 > 9)

{

Hp1 += 500;

Energy1 = 0;

EnergyBarMonster.setProgress(0);

}

EnergyBarMonster.setProgress(Energy1);

TvMonster.setText(String.valueOf(Energy1));

}

public void Villager1HpBar()

{

HpBarVillager1.setProgress(Hp2);

}

public void ArcherHpBar()

{

HpBarArcher.setProgress(Hp3);

}

public void Villager2HpBar()

{

HpBarVillager2.setProgress(Hp4);

}

public void AllEnergyBar()

{

if (Energy2 < 30)

{

Energy2++;

}

else

{

Energy2 = 30;

}

EnergyBarAll.setProgress(Energy2);

TvEnergy.setText(String.valueOf(Energy2));

}

public void HpBoolean()

{

HpBoolean = false;

}

public void Level(View v)

{

switch (v.getId())

{

case R.id.btn1:

if (ExceedVillager1 == 2 && LevelVillager1 < 7)

{

LevelVillager1++;

}

else if (ExceedVillager1 == 1 && LevelVillager1 < 5)

{

LevelVillager1++;

}

else if (LevelVillager1 < 3)

{

LevelVillager1++;

}

break;

case R.id.btn2:

if (ExceedArcher == 2 && LevelArcher < 7)

{

LevelArcher++;

}

else if (ExceedArcher == 1 && LevelArcher < 5)

{

LevelArcher++;

}

else if (LevelArcher < 3)

{

LevelArcher++;

}

break;

case R.id.btn3:

if (ExceedVillager2 == 2 && LevelVillager2 < 7)

{

LevelVillager2++;

}

else if (ExceedVillager2 == 1 && LevelVillager2 < 5)

{

LevelVillager2++;

}

else if (LevelVillager2 < 3)

{

LevelVillager2++;

}

break;

}

}

public void Dead()

{

if (Hp2 <= 0)

{

Count++;

}

if (Hp4 <= 0)

{

Count++;

}

new Timer().schedule(new TimerTask()

{

@Override

public void run()

{

Intent Dead = new Intent(FourthActivity.this, MainActivity.class); //返回主畫面

Dead.putExtra("Stage" , Stage);

Dead.putExtra("Count" , Count);

Dead.putExtra("Atk2" , Atk2);

Dead.putExtra("Atk3" , Atk3);

Dead.putExtra("Atk4" , Atk4);

Dead.putExtra("LevelVillager1" , LevelVillager1);

Dead.putExtra("LevelArcher" , LevelArcher);

Dead.putExtra("LevelVillager2" , LevelVillager2);

Dead.putExtra("ExceedVillager1" , ExceedVillager1);

Dead.putExtra("ExceedArcher" , ExceedArcher);

Dead.putExtra("ExceedVillager2" , ExceedVillager2);

startActivity(Dead);

}

},2000);

}

public void Win()

{

Hp1 = 0;

MonsterHpBar();

if (Hp2 <= 0)

{

Count++;

}

if (Hp4 <= 0)

{

Count++;

}

new Timer().schedule(new TimerTask()

{

@Override

public void run()

{

if (Count > 1)

{

Intent win = new Intent(FourthActivity.this, PlotActivity\_6.class);

win.putExtra("Count" , Count);

startActivity(win);

}

else

{

Intent win = new Intent(FourthActivity.this, PlotActivity\_5.class);

win.putExtra("Count" , Count);

startActivity(win);

}

}

}, 2000); //延遲兩秒再跳畫面

}

public void Animation() //設置切換動畫，從右邊進入，左邊退出

{

overridePendingTransition(R.anim.out\_to\_right, R.anim.out\_to\_left);

}

public void onBackPressed() //禁用返回鍵

{

//super.onBackPressed();

}

}

**首頁\_劇情**

package com.example.w7.android\_project;

import android.content.ContentValues;

import android.content.Context;

import android.content.Intent;

import android.database.Cursor;

import android.database.sqlite.SQLiteDatabase;

import android.media.AudioManager;

import android.media.MediaPlayer;

import android.os.Bundle;

import android.support.v7.app.AppCompatActivity;

import android.view.View;

import android.view.View.OnClickListener;

import android.widget.Button;

import android.widget.TextView;

public class PlotActivity extends AppCompatActivity implements OnClickListener

{

static final String db\_name = "testDB"; // 資料庫名稱

static final String tb\_name0 = "test0"; // 資料表名稱

static final String tb\_name1 = "test1";

SQLiteDatabase db; //資料庫

String str0 = "",str1 = "";

private MediaPlayer mediaPlayer0,mediaPlayer1;

private Button button0,button1;

private TextView textView0,textView1;

int A = 0,B = 0; //判斷播放

int X; //解鎖回來劇情

int Y; //解鎖留下劇情

int Count; //計算同伴死亡數

int Stage; //判斷關卡

int Atk2,Atk3,Atk4;

int LevelVillager1,LevelArcher,LevelVillager2; //計算技能升級

int ExceedVillager1,ExceedArcher,ExceedVillager2; //判斷技能突破

@Override

protected void onCreate(Bundle savedInstanceState)

{

super.onCreate(savedInstanceState);

setContentView(R.layout.activity\_plot);

X = getIntent().getIntExtra("X" , 0); //解鎖回來劇情

Y = getIntent().getIntExtra("Y" , 0); //解鎖留下劇情

Count = getIntent().getIntExtra("Count" , 0); //計算同伴死亡數

Stage = getIntent().getIntExtra("Stage" , 0);

Atk2 = getIntent().getIntExtra("Atk2" , 0);

Atk3 = getIntent().getIntExtra("Atk3" , 0);

Atk4 = getIntent().getIntExtra("Atk4" , 0);

LevelVillager1 = getIntent().getIntExtra("LevelVillager1" , 0);

LevelArcher = getIntent().getIntExtra("LevelArcher" , 0);

LevelVillager2 = getIntent().getIntExtra("LevelVillager2" , 0);

ExceedVillager1 = getIntent().getIntExtra("ExceedVillager1" , 0);

ExceedArcher = getIntent().getIntExtra("ExceedArcher" , 0);

ExceedVillager2 = getIntent().getIntExtra("ExceedVillager2" , 0);

button0 = findViewById(R.id.play1);

button0.setOnClickListener(this);

button1 = findViewById(R.id.play2);

button1.setOnClickListener(this);

textView0 = findViewById(R.id.textView0);

textView1 = findViewById(R.id.textView1);

findViewById(R.id.BtnPlot).setOnClickListener(this); //省略宣告Button button =

DB();

Player1();

Player2();

}

@Override

protected void onPause()

{

super.onPause();

mediaPlayer0.pause();

mediaPlayer1.pause();

}

@Override

protected void onDestroy()

{

super.onDestroy();

mediaPlayer0.release();

mediaPlayer1.release();

}

private void DB()

{

db = openOrCreateDatabase(db\_name, Context.MODE\_PRIVATE, null); //開啟或建立資料庫

String createTable0 ="CREATE TABLE IF NOT EXISTS " + tb\_name0 +

"(plot1 VARCHAR(32), " +

"plot2 VARCHAR(32), " +

"plot3 VARCHAR(32))";

String createTable1 ="CREATE TABLE IF NOT EXISTS " + tb\_name1 +

"(plot1 VARCHAR(32), " +

"plot2 VARCHAR(32), " +

"plot3 VARCHAR(32))";

db.execSQL(createTable0); //建立資料表

db.execSQL(createTable1);

queryData();

}

private void queryData()

{

Cursor c = db.rawQuery("SELECT \* FROM "+ tb\_name0, null); //查詢資料表中的所有資料

Cursor r = db.rawQuery("SELECT \* FROM "+ tb\_name1, null);

if (X == 1)

{

if (c.getCount() == 0) //若無資料, 則立即新增 2筆資料

{

addData0("把他送去地球後,猛然想起還有件重要的事情未說","那就是消耗能量的時候,頻率會不斷地降低","要小心調整處理事情的難度");

addData0("不然到時候能量一低於[神]","就會掉下去然後重新開始","現在回想起來都是淚阿");

c = db.rawQuery("SELECT \* FROM " + tb\_name0, null); // 重新查詢

}

if (c.getCount() > 0) //若有資料

{

c.moveToFirst(); //將指標移至第一筆資料再逐筆讀出資料

do {

str0 += "" + c.getString(0) + ",";

str0 += "" + c.getString(1) + ",";

str0 += "" + c.getString(2) + "\n\n";

} while(c.moveToNext()); //將指標移至下一筆資料

textView0 = findViewById(R.id.textView0);

textView0.setText(str0);

}

}

if (Y == 2)

{

if (r.getCount() == 0) //若無資料, 則立即新增 2筆資料

{

addData1("自從離開了村莊","就開始四處觀光","領略各地山川,文化");

addData1("餓了就以蔬食充飢","困了就以天為被,地為床","逍遙自在");

r = db.rawQuery("SELECT \* FROM " + tb\_name1, null); //重新查詢

}

if (r.getCount() > 0) //若有資料

{

r.moveToFirst(); //將指標移至第一筆資料再逐筆讀出資料

do{

str1 += "" + r.getString(0) + ",";

str1 += "" + r.getString(1) + ",";

str1 += "" + r.getString(2) + "\n\n";

} while(r.moveToNext()); //將指標移至下一筆資料

textView1 = findViewById(R.id.textView1);

textView1.setText(str1);

}

}

db.close(); //關閉資料庫

}

private void addData0(String plot1, String plot2, String plot3)

{

ContentValues cv = new ContentValues(3);

cv.put("plot1", plot1);

cv.put("plot2", plot2);

cv.put("plot3", plot3);

db.insert(tb\_name0, null, cv);

}

private void addData1(String plot1, String plot2, String plot3)

{

ContentValues cv = new ContentValues(3);

cv.put("plot1", plot1);

cv.put("plot2", plot2);

cv.put("plot3", plot3);

db.insert(tb\_name1, null, cv);

}

public void Player1()

{

try

{

mediaPlayer0 = MediaPlayer.create(this, R.raw.soulworker);

mediaPlayer0.setAudioStreamType(AudioManager.STREAM\_MUSIC);

mediaPlayer0.setLooping(true);

}

catch (IllegalArgumentException e)

{

e.printStackTrace();

}

catch (SecurityException e)

{

e.printStackTrace();

}

catch (IllegalStateException e)

{

e.printStackTrace();

}

}

public void Player2()

{

try

{

mediaPlayer1 = MediaPlayer.create(this, R.raw.soulworkerend);

mediaPlayer1.setAudioStreamType(AudioManager.STREAM\_MUSIC);

mediaPlayer1.setLooping(true);

}

catch (IllegalArgumentException e)

{

e.printStackTrace();

}

catch (SecurityException e)

{

e.printStackTrace();

}

catch (IllegalStateException e)

{

e.printStackTrace();

}

}

@Override

public void onClick(View v)

{

if (v.getId() == R.id.play1)

{

if (A == 0)

{

mediaPlayer0.start();

A++;

}

else if (A == 1)

{

mediaPlayer0.pause();

A--;

}

}

if (v.getId() == R.id.play2)

{

if (B == 0)

{

mediaPlayer1.start();

B++;

}

else if (B == 1)

{

mediaPlayer1.pause();

B--;

}

}

if (v.getId() == R.id.BtnPlot)

{

Intent anim3 = new Intent(PlotActivity.this , MainActivity.class);

anim3.putExtra("Count" , Count);

anim3.putExtra("Stage" , Stage);

anim3.putExtra("X" , X);

anim3.putExtra("Y" , Y);

anim3.putExtra("Atk2" , Atk2);

anim3.putExtra("Atk3" , Atk3);

anim3.putExtra("Atk4" , Atk4);

anim3.putExtra("LevelVillager1" , LevelVillager1);

anim3.putExtra("LevelArcher" , LevelArcher);

anim3.putExtra("LevelVillager2" , LevelVillager2);

anim3.putExtra("ExceedVillager1" , ExceedVillager1);

anim3.putExtra("ExceedArcher" , ExceedArcher);

anim3.putExtra("ExceedVillager2" , ExceedVillager2);

startActivity(anim3);

Animation();

}

}

public void Animation()

{

overridePendingTransition(R.anim.out\_to\_left2, R.anim.out\_to\_right2); //設置切換動畫，從左邊進入，右邊退出

}

public void onBackPressed() //禁用返回鍵

{

//super.onBackPressed();

}

}

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package com.example.w7.android\_project;

import android.content.Intent;

import android.media.Image;

import android.os.Bundle;

import android.support.v7.app.AppCompatActivity;

import android.view.View;

import android.view.View.OnClickListener;

import android.widget.ImageView;

import android.widget.TextView;

public class MonsterActivity extends AppCompatActivity implements OnClickListener

{

private TextView textView;

int X; //解鎖回來劇情

int Y; //解鎖留下劇情

int Count; //計算同伴死亡數

int Stage; //判斷關卡

int Atk2,Atk3,Atk4;

int LevelVillager1,LevelArcher,LevelVillager2; //計算技能升級

int ExceedVillager1,ExceedArcher,ExceedVillager2; //判斷技能突破

@Override

protected void onCreate(Bundle savedInstanceState)

{

super.onCreate(savedInstanceState);

setContentView(R.layout.activity\_monster);

X = getIntent().getIntExtra("X" , 0); //解鎖回來劇情

Y = getIntent().getIntExtra("Y" , 0); //解鎖留下劇情

Count = getIntent().getIntExtra("Count" , 0); //計算同伴死亡數

Stage = getIntent().getIntExtra("Stage" , 0);

Atk2 = getIntent().getIntExtra("Atk2" , 0);

Atk3 = getIntent().getIntExtra("Atk3" , 0);

Atk4 = getIntent().getIntExtra("Atk4" , 0);

LevelVillager1 = getIntent().getIntExtra("LevelVillager1" , 0);

LevelArcher = getIntent().getIntExtra("LevelArcher" , 0);

LevelVillager2 = getIntent().getIntExtra("LevelVillager2" , 0);

ExceedVillager1 = getIntent().getIntExtra("ExceedVillager1" , 0);

ExceedArcher = getIntent().getIntExtra("ExceedArcher" , 0);

ExceedVillager2 = getIntent().getIntExtra("ExceedVillager2" , 0);

textView = findViewById(R.id.textView);

findViewById(R.id.BtnMonster).setOnClickListener(this); //省略宣告Button button =

findViewById(R.id.imageButton1).setOnClickListener(this);

findViewById(R.id.imageButton2).setOnClickListener(this);

findViewById(R.id.imageButton3).setOnClickListener(this);

}

@Override

public void onClick(View v)

{

if (v.getId() == R.id.imageButton1)

{

if (Count > 0)

{

textView.setText("第一關 Hp:2000" + "\n" + "初始攻擊:100" + "\n" + "能量滿回200HP");

}

}

if (v.getId() == R.id.imageButton2)

{

if (Count > 1)

{

textView.setText("第二關 Hp:3000" + "\n" + "初始攻擊:150" + "\n" + "能量滿回300HP");

}

}

if (v.getId() == R.id.imageButton3)

{

if (Count > 2)

{

textView.setText("第三關 Hp:5000" + "\n" + "初始攻擊:250" + "\n" + "能量滿回500HP");

}

}

if (v.getId() == R.id.BtnMonster)

{

Intent anim3 = new Intent(MonsterActivity.this , MainActivity.class);

anim3.putExtra("Count" , Count);

anim3.putExtra("Stage" , Stage);

anim3.putExtra("X" , X);

anim3.putExtra("Y" , Y);

anim3.putExtra("Atk2" , Atk2);

anim3.putExtra("Atk3" , Atk3);

anim3.putExtra("Atk4" , Atk4);

anim3.putExtra("LevelVillager1" , LevelVillager1);

anim3.putExtra("LevelArcher" , LevelArcher);

anim3.putExtra("LevelVillager2" , LevelVillager2);

anim3.putExtra("ExceedVillager1" , ExceedVillager1);

anim3.putExtra("ExceedArcher" , ExceedArcher);

anim3.putExtra("ExceedVillager2" , ExceedVillager2);

startActivity(anim3);

Animation();

}

}

public void Animation()

{

overridePendingTransition(R.anim.out\_to\_left2, R.anim.out\_to\_right2); //設置切換動畫，從左邊進入，右邊退出

}

public void onBackPressed() //禁用返回鍵

{

//super.onBackPressed();

}

}