

## 미니 게임



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## 개발 목적



1. 다양한걸 만들어서 숙련도 상승
2. 게임을 좋아해서 만들었다
3. 앱 인벤터2와 친숙

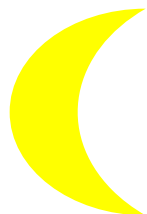


## 주요 기능

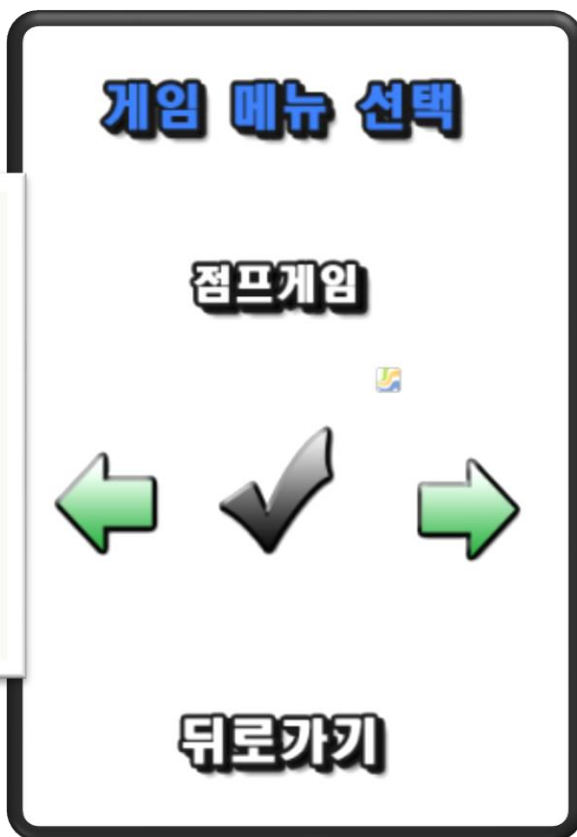
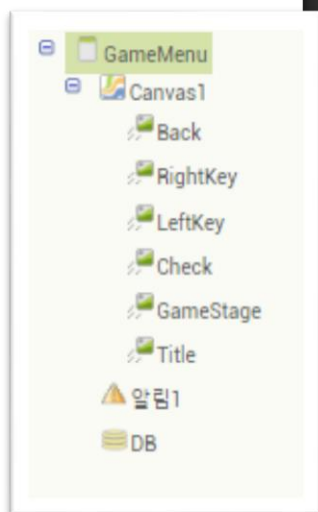


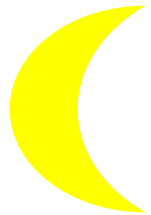
1. 하나의 폰으로 2명 이상 Play

2. 경쟁 혹은 복불복

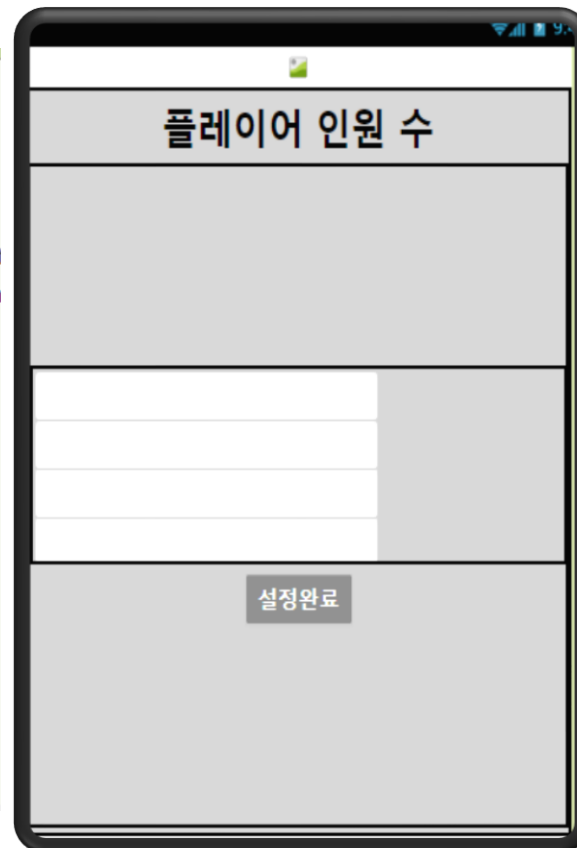
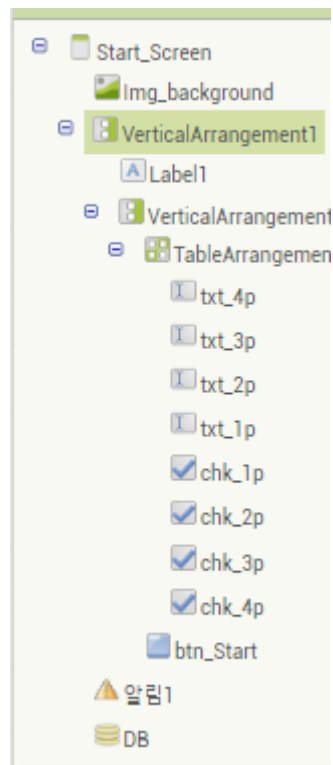


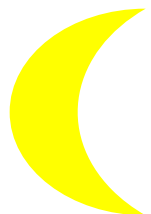
# 화면 디자인 & 컴퍼넌트



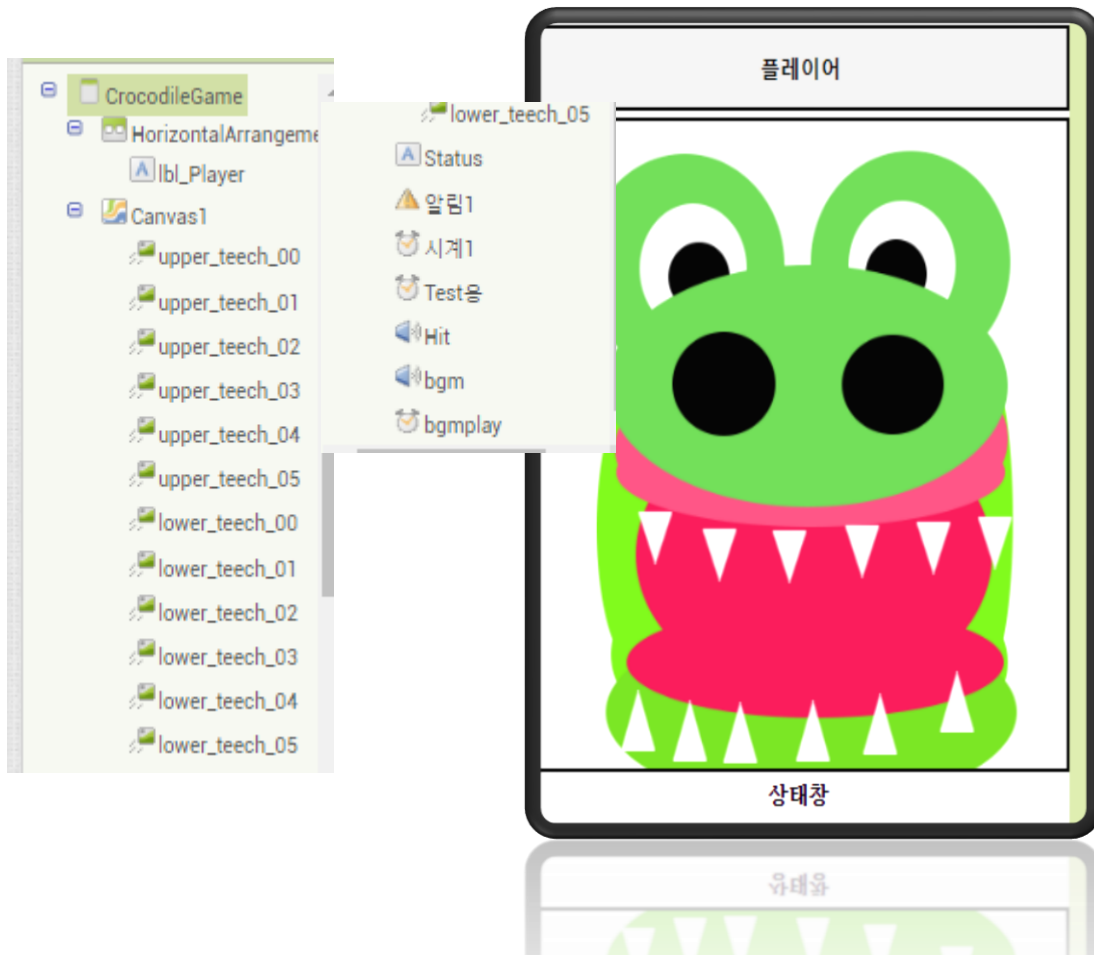


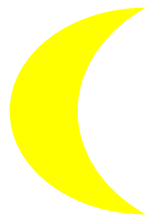
# 화면 디자인 & 컴퍼넌트



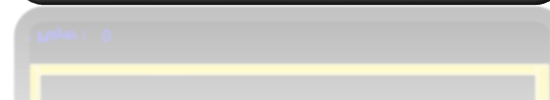
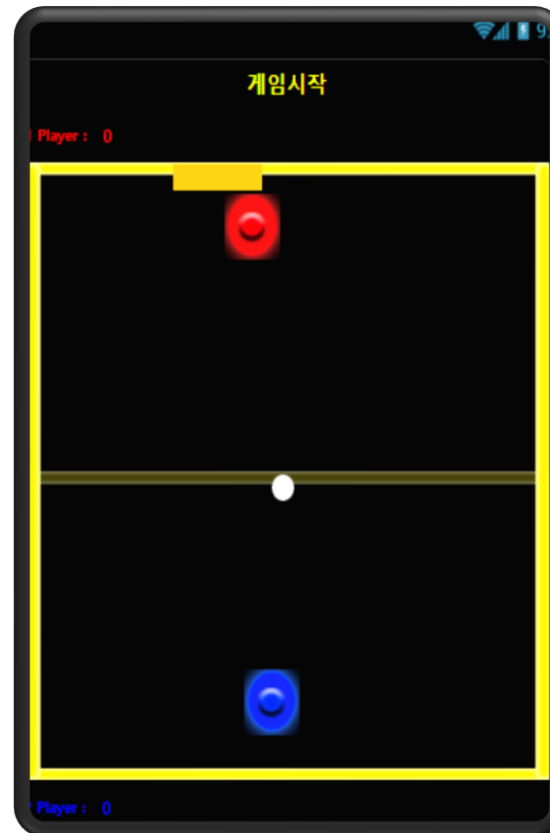
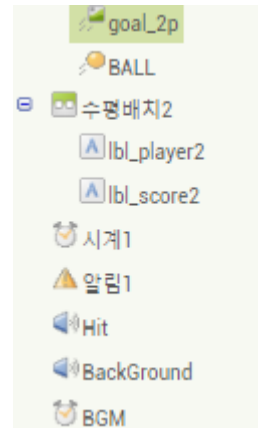


# 화면 디자인 & 컴퍼넌트

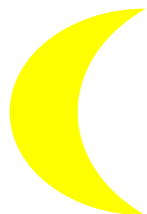




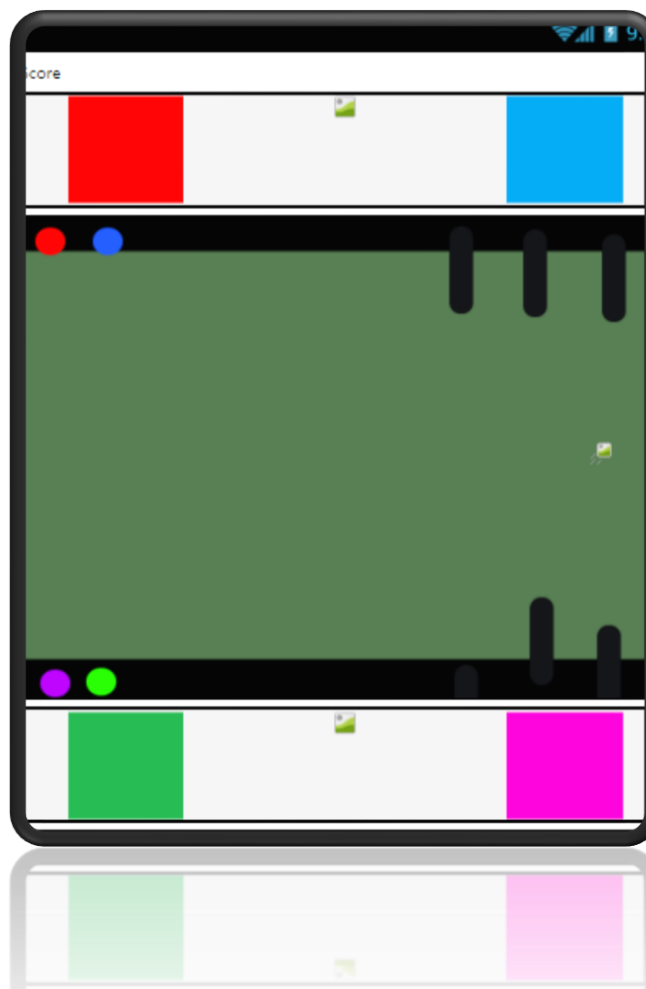
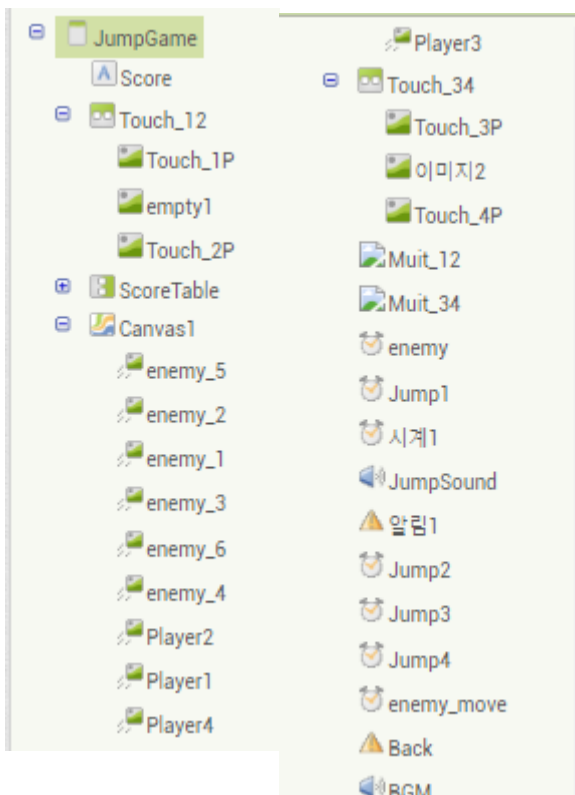
# 화면 디자인 & 컴퍼넌트

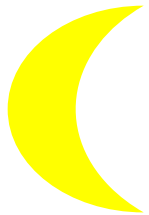




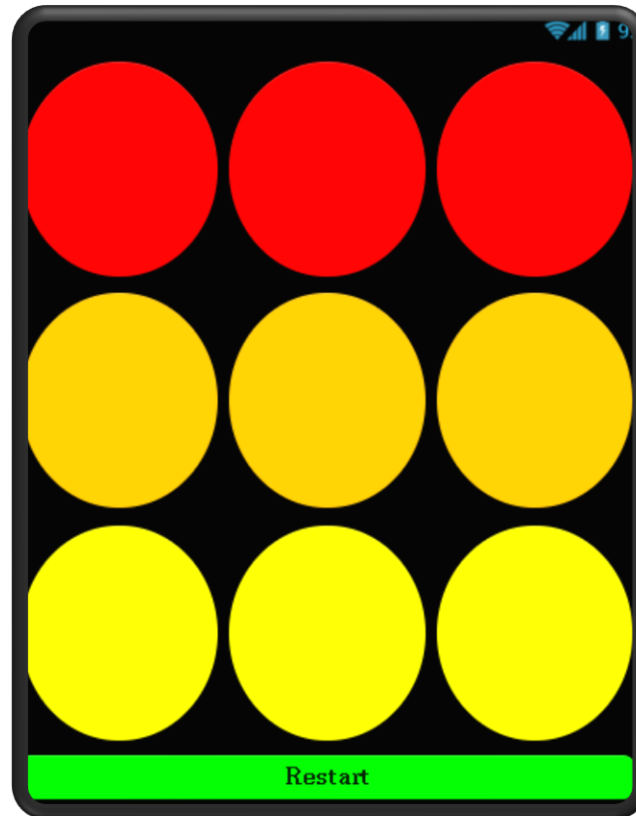
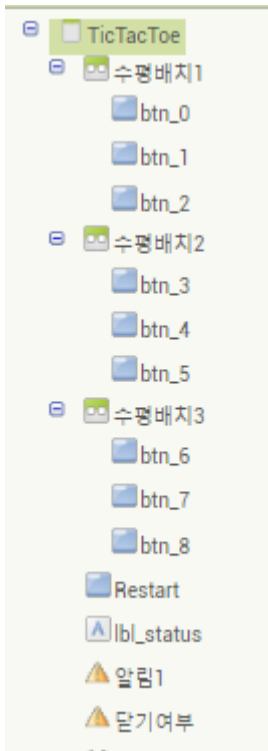


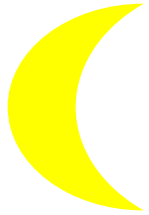
# 화면 디자인 & 컴퍼넌트





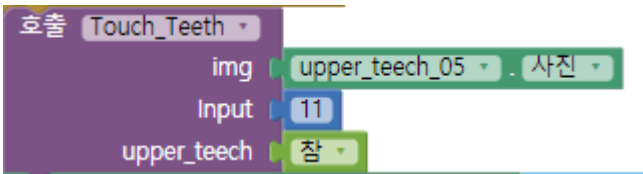
# 화면 디자인 & 컴퍼넌트





# 핵심코드 & 알고리즘

## 1. 악어 이빨 보드게임



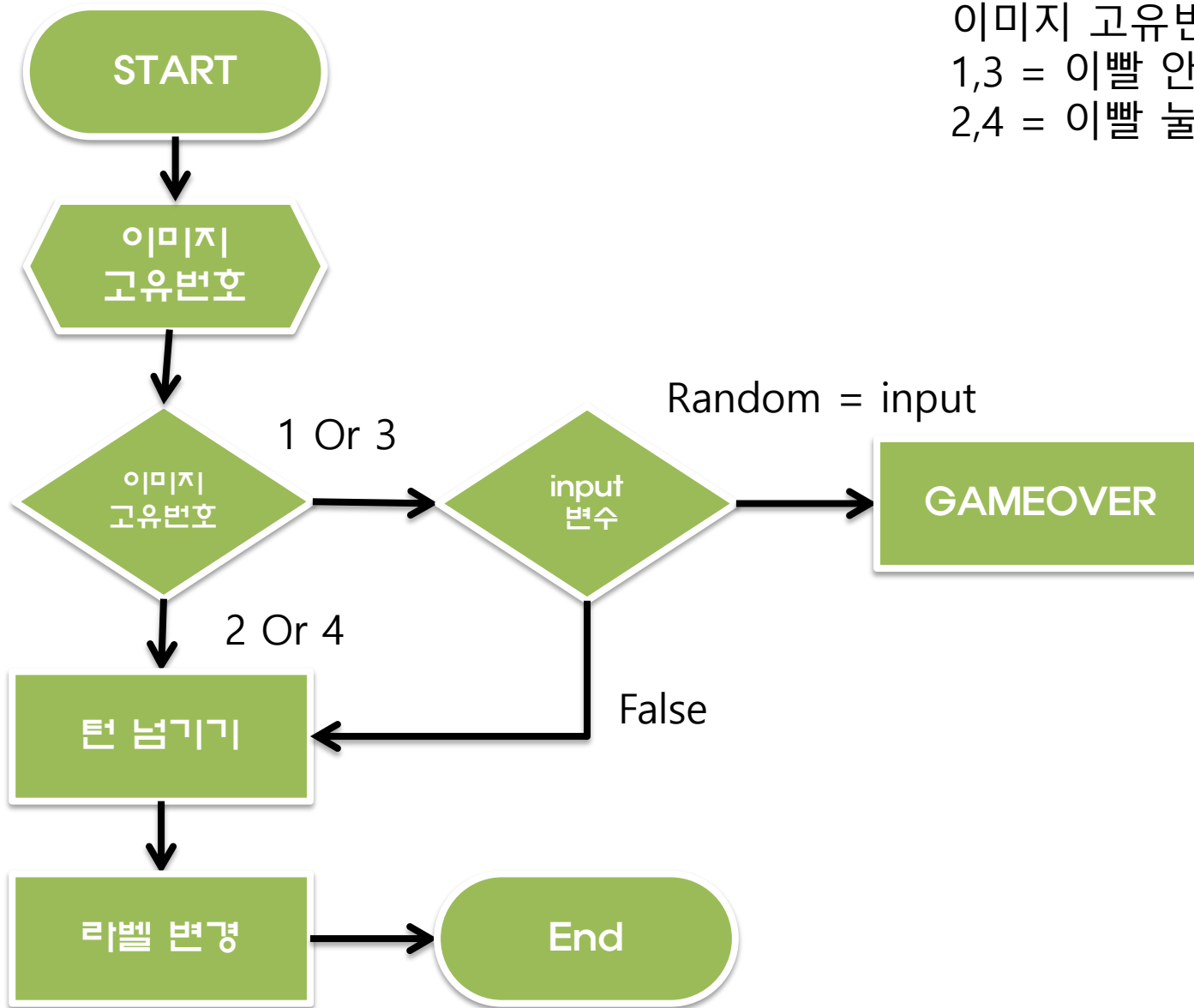
Img : 이미지 스프라이트 사진

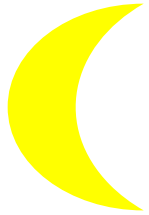
Input : 이빨 번호

Upper\_teech : 이빨이 위에 있는가?

# void Touch\_teech(img, input, upper)

이미지 고유번호  
1,3 = 이빨 안 눌린 이미지  
2,4 = 이빨 눌린 이미지





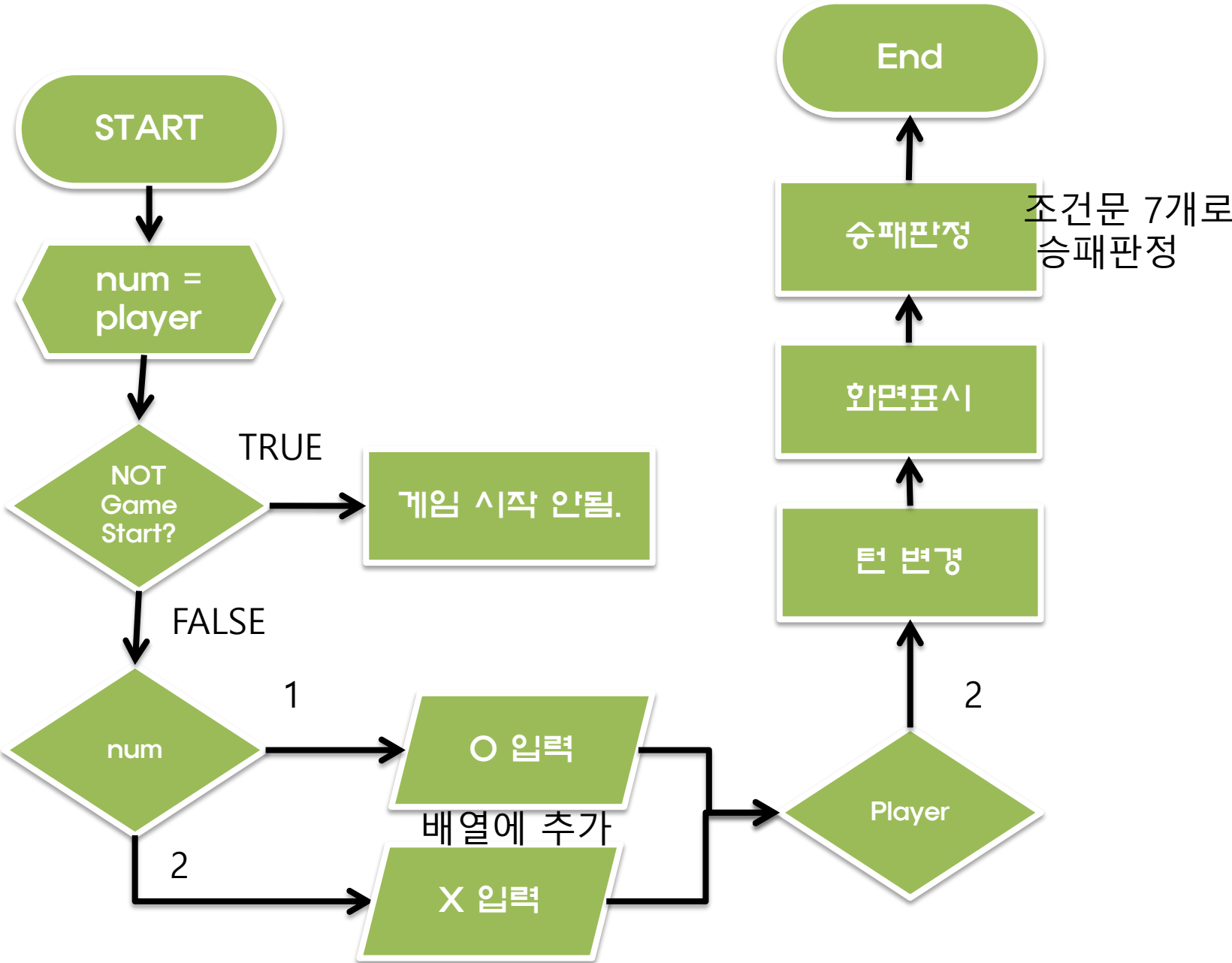
# 핵심코드 & 알고리즘

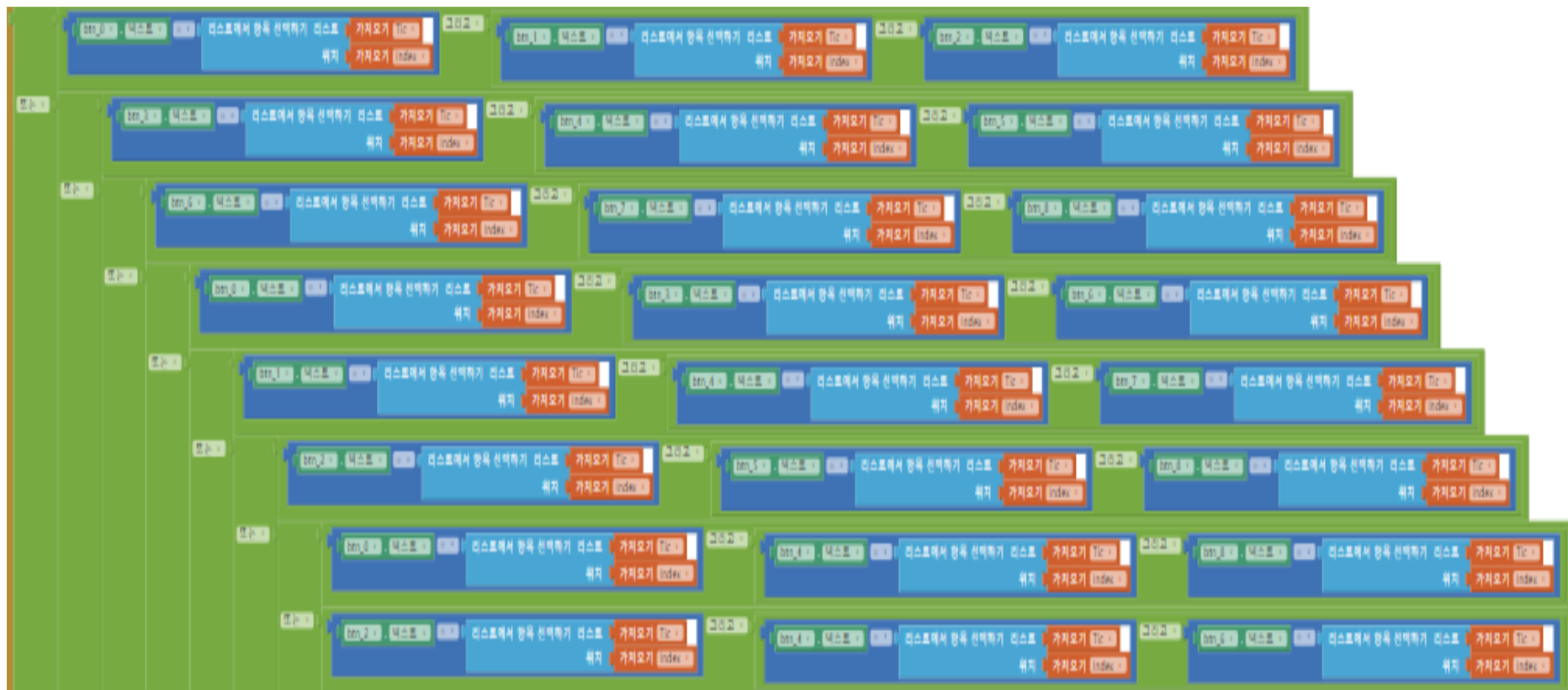
## 2. 틱택톡

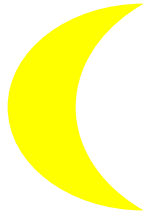
btn : 틱택톡 9개 단추 중 어느위치  
player : 지금 누구 플레이어인가?



void Select(btn, player)

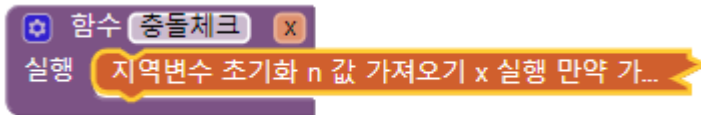




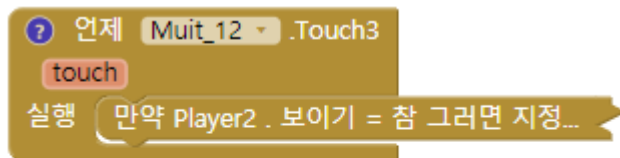


# 핵심코드 & 알고리즘

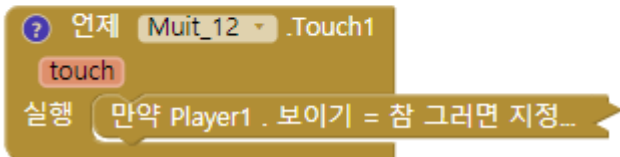
## 3. 점프게임



충돌체크는 물체와 부딪칠 때 발생

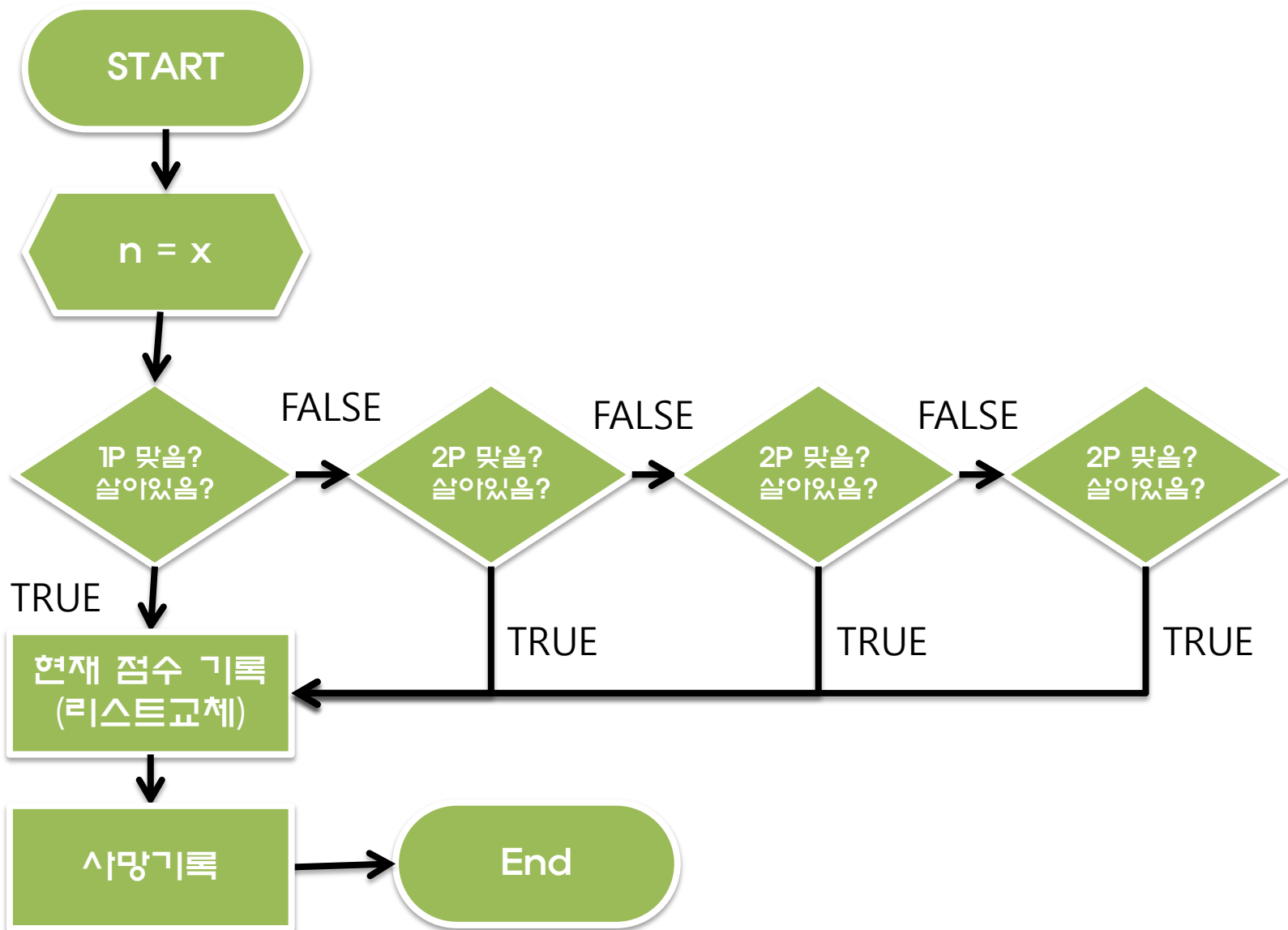


Touch1,2,3은 확장용이며, 수직 or 수평 레이아웃을 반으로 나눠 각각 터치가 될 수 있게 할 수 있다.





void 충돌체크(x)





## 기타사항

1. 오류가 너무 많이 나서 간결하게 고쳤음.
2. 포토샵을 활용하여 모든 이미지 제작.



영상



<https://www.youtube.com/watch?v=DeX5dwjEssI>