**基于CocosCreator引擎的回合制对战游戏设计**

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**摘要**

随着国内游戏市场快速发展，游戏也逐渐成为人们生活中重要的社交娱乐事物之一。其中，回合制游戏在游戏历史上有着显著的地位。无论是历史悠久的棋牌类游戏，或是如今全球盛行的自走棋类游戏，都不能缺少回合制的游戏机制。另外，随着《三国杀》、《炉石传说》等国内外知名卡牌策略游戏的逐渐完善，使回合制游戏在国内游戏市场蒸蒸日上，受到了众多玩家的追捧。同时，在游戏开发方面，CocosCreator引擎作为目前主流游戏开发引擎之一，具有多种强大和便捷的接口和功能，使游戏开发的效率大大提高。本文选题结合目前回合制游戏如火如荼的现实背景和开发技术理论，基于全球游戏市场较为热门的几款回合制对战游戏，对游戏机制和玩法进行了创新；并对如何使用CocosCreator引擎进行开发展开了思考，对代码设计与实现中可能会发生的情况进行分析，最终完成一款机制较为完善且多样化的PC端回合制对战游戏。

**关键词：PC端；CocosCreator引擎；回合制游戏**

**Turn-based battle game design based on CocosCreator engine**

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**Abstract**

With the rapid development of the domestic game market, games have gradually become one of the important social entertainment things in people's life. Turn-based games have a prominent place in the history of games. Turn-based game mechanics are indispensable for both the long-established board games and the worldwide popular self-propelled board games. In addition, with the gradual improvement of well-known turn-based strategy games at home and abroad, such as SGS and Hearthstone, turn-based games are flourishing in the domestic game market and are popular among many players. Meanwhile, in terms of game development, CocosCreator engine, as one of the current mainstream game development engines, has a variety of powerful and convenient interfaces and functions, which greatly improve the efficiency of game development. In this paper, based on several popular turn-based battle games in the global game market, the game mechanism and gameplay are innovated in combination with the current reality background and development technology theory of turn-based games. And how to use CocosCreator engine for development, the code design and implementation of the possible situation is analyzed, and finally complete a relatively perfect and diversified PC turn-based battle game.

**Key words：PC; CocosCreator engine; Turn-based games**