Kapitel 4: Kara Sokoban (Lösungen)

Lösung für das fertige Spiel (von Aufgabe 26 bis 34):

public class MyKara extends KaraSokoban {

int counter = 0;

public void act() {

String key = getKey();

if (key.equals("right")) {

setDirectionRight();

tryToMove();

}

if (key.equals("down")) {

setDirectionDown();

tryToMove();

}

if (key.equals("left")) {

setDirectionLeft();

tryToMove();

}

if (key.equals("up")) {

setDirectionUp();

tryToMove();

}

}

/\*\*

\* Kara makes one step. This method first tests if Kara can move or if he

\* has to move a mushroom first.

\* <p>

\*

\* Kara macht einen Schritt. Diese Methode schaut zuerst, ob sich Kara

\* bewegen kann oder ob er zuerst noch einen Pilz schieben muss.

\*/

public void tryToMove() {

if (!treeFront()) {

if (mushroomFront()) {

if (canPushMushroom()) {

move();

counter++;

setNumberOfMoves(counter);

}

} else {

move();

counter++;

setNumberOfMoves(counter);

}

if (testLevelComplete()) {

saveHighscore();

levelComplete();

}

}

}

/\*\*

\* Handles the saving of the highscore.

\* <p>

\*

\* Diese Methode behandelt das Speichern der Highscore.

\*/

public void saveHighscore() {

// Test if it is in the top 3

if (isHighscoreTop3(counter)) {

// Is in top 3 --> add it

addHighscoreEntry(counter);

}

}

public static void main(String[] args) {

GameScreen game = new GameScreen("Levels.txt", MyKara.class);

game.setDeveloperMode(false);

game.setHighscoreEnabled(true);

game.show();

}

}