

# Universidade Tecnológica Federal do Paraná

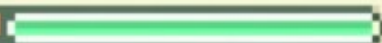
## Soninha Adventure

Mateus M. Olenik, Jeffesron Caon

CRADILY

Lv76

HP



MACHAMP

Lv66

HP



101/229

EXP



CROSS CHOP

VITAL THROW

PP

10/10

DYNAMICPUNCH

► REVENGE

TYPE/FIGHT





Bicuda

Hino de Louvor

Canção do Cerelepe

Xama o Xamu



NC SA





Bicuda

Hino de Louvor

Canção do Cerelepe

Xama o Xamu



NC SA



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blue\_mage\_16bit



blue\_mage\_16bit\_2



blue\_mage\_16bit\_3



blue\_mage\_16bit\_4



blue\_super\_16bit



blue\_super\_16bit\_2



blue\_super\_16bit\_3



blue\_super\_16bit\_4



blue\_super\_16bit\_5



Chaos\_Minion\_Caster\_Render



Chaos\_Minion\_Caster\_Render\_2



Chaos\_Minion\_Super\_1\_Render\_old



Order\_Minion\_Caster\_Render



Order\_Minion\_Caster\_Render\_2



Order\_Minion\_Melee\_Render



Order\_Minion\_Melee\_Render\_2



Order\_Minion\_Super\_Render



Order\_Minion\_Super\_Render\_2



Order\_Minion\_Super\_Render\_2



pink\_mage\_16bit



pink\_mage\_16bit\_2



pink\_mage\_16bit\_3



pink\_mage\_16bit\_4



red\_mage\_16bit



red\_mage\_16bit\_2



red\_mage\_16bit\_3



red\_mage\_16bit\_4



red\_warrior\_16bit



red\_warrior\_16bit\_2



red\_warrior\_16bit\_3



red\_warrior\_16bit\_4



File Edit View Navigate Code Refactor Build Run Tools VCS Window Help test [C:\Users\Jefferson Caon\Desktop\Desenvolvimento de Jogos e Simuladores\test] - Trabalho\_Parte1.java [test.core.main]

test > core > src > com > mygdx > game > Trabalho\_Parte1 > render

Project

- test C:\Users\Jefferson Caon\Desktop\Desenvolvimento de Jogos e Simuladores\test
  - .gradle
  - .idea
  - assets [main] resources root
  - core
    - build
    - src [main] sources root
      - com.mygdx.game
        - Trabalho\_Parte1
  - desktop
    - build
    - src [main] sources root
      - com.mygdx.game
        - DesktopLauncher
  - gradle
  - .gitignore
  - build.gradle
  - gradle.properties
  - gradlew
  - gradlew.bat
  - settings.gradle
- External Libraries
- Scratches and Consoles

Trabalho\_Parte1.java

```
13 BitmapFont font;
14
15 @Override
16 public void create () {
17     batch = new SpriteBatch();
18     img = new Texture( internalPath: "background.png");
19     font = new BitmapFont(Gdx.files.internal( path: "data/ravanfont.fnt"), flip: false);
20 }
21
22 @Override
23 public void render () {
24     ScreenUtils.clear( r: 1, g: 0, b: 0, a: 1);
25     batch.begin();
26     batch.draw(img, x: 0, y: 0);
27     font.getData().setScale(0.2f);
28     font.draw(batch, str: "hello", x: 10, y: 20);
29     batch.end();
30     if (Gdx.input.isTouched())
31     {
32         //System.out.println("Aconteceu um clique em x=" + Gdx.input.getX() + ", y=" + Gdx.input.getY());
33         if(Gdx.input.getX() >= 19 && Gdx.input.getX() <= 618 && Gdx.input.getY() >= 472 && Gdx.input.getY() <= 472)
34             System.out.println("Habilidade Bicuda selecionada");
35     }
36 }
37
38 @Override
```

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