

プロジェクトとシステム運用 2回 演習のためのヒント

1. クマを表示させる

[inex.html](#)

```
<!DOCTYPE html>
<html>
  <head>
    <title>hello, bear</title>
    <script type="text/javascript" src="enchant.js"></script>
    <script type="text/javascript" src="main.js"></script>
  </head>
</html>
```

[main.js](#)

```
enchant();
window.onload = function(){
  var game = new Game(320,320);
  game.preload("http://enchantjs.com/assets/images/chara1.gif");
  game.onload = function(){
    var bear = new Sprite(32, 32);
    bear.image = game.assets["http://enchantjs.com/assets/images/chara1.gif"];
    game.rootScene.addChild(bear);
  };
  game.start();
}
```

2. クマの座標を変える

[main.js](#)

```
enchant();
window.onload=function(){
  var game= new Game(320, 320);
  game.preload("http://enchantjs.com/assets/images/chara1.gif");
  game.fps = 15;
  game.onload= function(){
    var bear = new Sprite(32, 32);
    bear.image = game.assets["http://enchantjs.com/assets/images/chara1.gif"];
    bear.x = 110;
    bear.y = 50;
    game.rootScene.addChild(bear);
  };
  game.start();
}
```

3. クマの画像を変える

main.js

```
echant();
window.onload=function(){
  var game= new Game(320, 320);
  game.preload("http://enchantjs.com/assets/images/chara1.gif");
  game.onload= function(){
    var bear = new Sprite(32, 32);
    bear.image = game.assets["http://enchantjs.com/assets/images/chara1.gif"];
    bear.x =110;
    bear.y = 50;
    bear.frame = 6;
    game.rootScene.addChild(bear);
  };
  game.start();
}
```

4. クマを歩かせる

main.js

```
echant();
window.onload=function(){
  var game= new Game(320, 320);
  game.preload("http://enchantjs.com/assets/images/chara1.gif");
  game.fps = 15;
  game.onload= function(){
    var bear = new Sprite(32, 32);
    bear.image = game.assets["http://enchantjs.com/assets/images/chara1.gif"];
    bear.x =110;
    bear.y = 50;
    bear.frame = 6;
    bear.addEventListener("enterframe", function(){
      bear.x += 1;
      bear.frame = bear.age % 2 + 6;
    });
    game.rootScene.addChild(bear);
  };
  game.start();
}
```