

The background is a deep blue gradient with a subtle pattern of white dots, resembling a starry sky. Overlaid on the left side are several concentric circles and arcs in a lighter blue color. A prominent circular scale with degree markings from 140 to 260 is visible. Other smaller circles and arcs, some with arrows indicating direction, are scattered across the left half of the image.

PHASER

坦克大戰-I

REVIEW

- preload : function
 - // 讀取圖片：
phaser.load.image('名字',
'路徑');

- `game.load.image('bullet',
'img/bullet.png');`

REVIEW

Create : function

- 建立遊戲內容以及各種初始設定

- `this.bullets = [];`

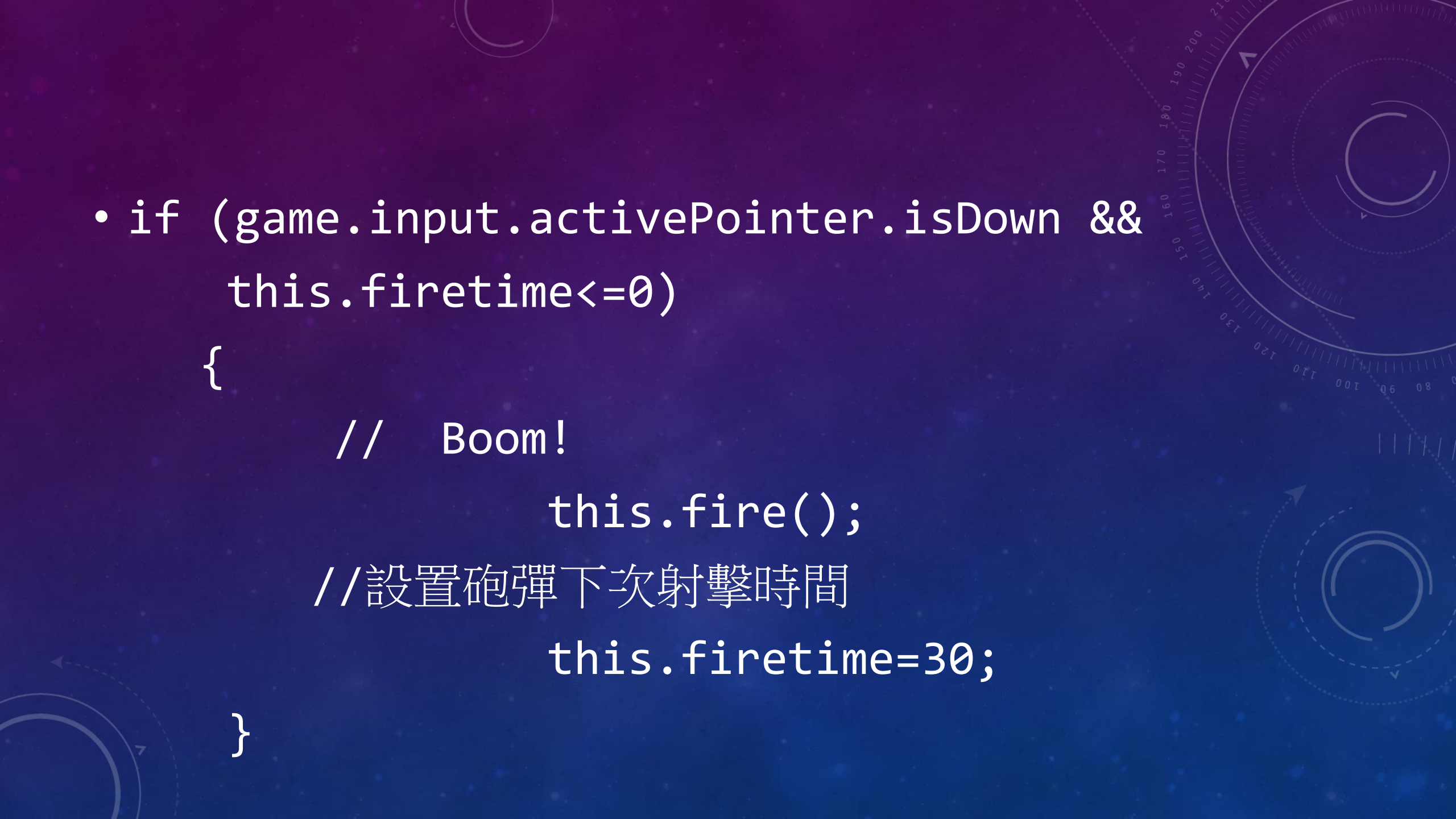
- `this.firetime = 0;`

REVIEW

update function

- `if(cursors.left.isDown)`
 `tank.angle -= 4;`
- `if(cursors.right.isDown)`
 `tank.angle += 4;`
- `if (cursors.up.isDown)`
 `tank.currentSpeed = 300;`
- `else`
 `if (tank.currentSpeed > 0)`
 `tank.currentSpeed -= 4;`

- if (cursors.down.isDown)
 tank.currentSpeed = -300;
else
 if (tank.currentSpeed < 0)
 tank.currentSpeed += 4;



```
• if (game.input.activePointer.isDown &&  
    this.firetime<=0)  
{  
    // Boom!  
    this.fire();  
    //設置砲彈下次射擊時間  
    this.firetime=30;  
}
```



//慢慢減射擊時間

```
    this.firetime-=1;
```

//判斷砲彈和牆壁有無碰撞

```
    phaser.physics.arcade.collide(bullets,  
    this.layer, this.bulletHits);
```



fire : function

STEP1

建立變數

- `Var phaser = thia.phaser`
- `var turret = this.turret;`
- `var bullet = phaser.add.sprite
(turret.x, turret.y, 'bullet');`

STEP2

設定錨點(ANCHOR)

- `bullet.anchor.setTo(0.5, 0.5);`

STEP3

- `bullet.rotation = this.turret.rotation;`

STEP4

PHYSICS

- `phaser.physics.enable(bullet);`
- `phaser.physics.arcade.velocityFromRotation
(bullet.rotation, bullet.currentSpeed,
bullet.body.velocity);`

STPE5

- `bullet.outOfBoundsKill = true`

STPE6

- `this.bullets.push(bullet);`



```
game.input.keyboard.isDown(phaser.  
keyboard._)
```




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