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');`
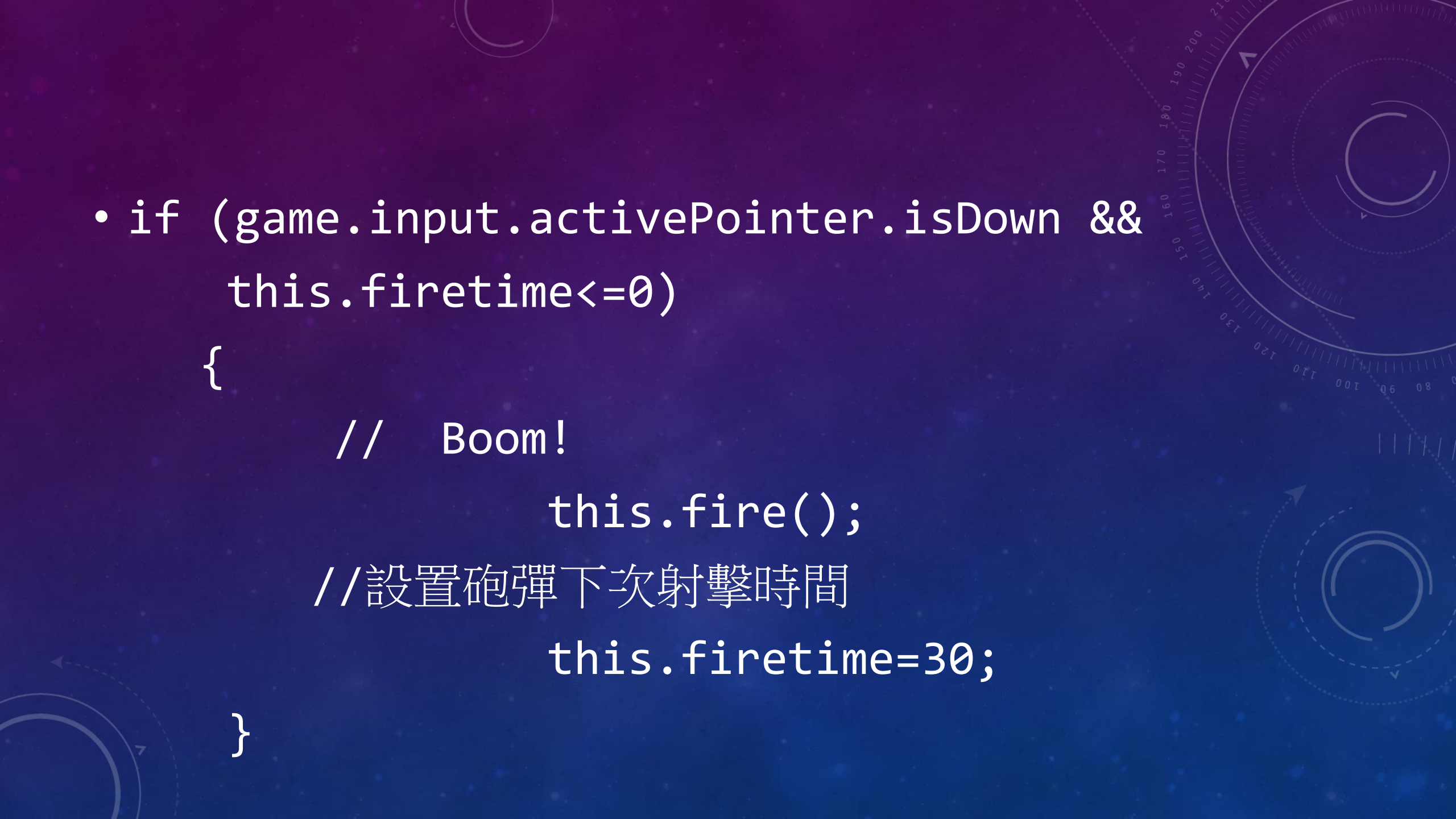
Create : function
- 建立遊戲內容以及各種初始設定

- 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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來加入我們吧 YEE~