

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 a large circular scale with degree markings from 140 to 260. Some circles have arrows indicating a clockwise direction. The text 'PHASER' and '坦克大戰-I' is positioned on the right side 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 = [];`

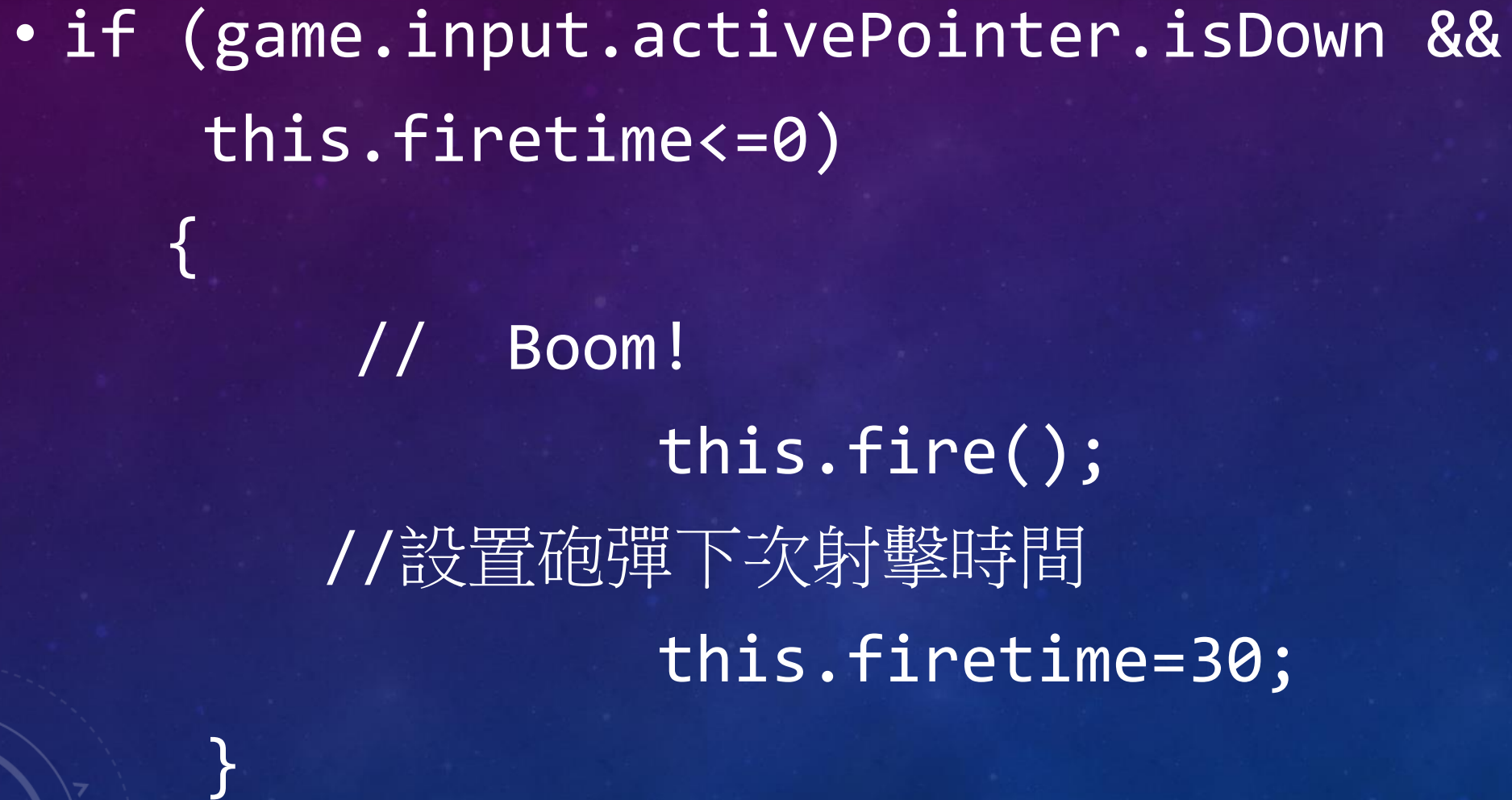
- `this.firetime = 0;`

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._)
```