

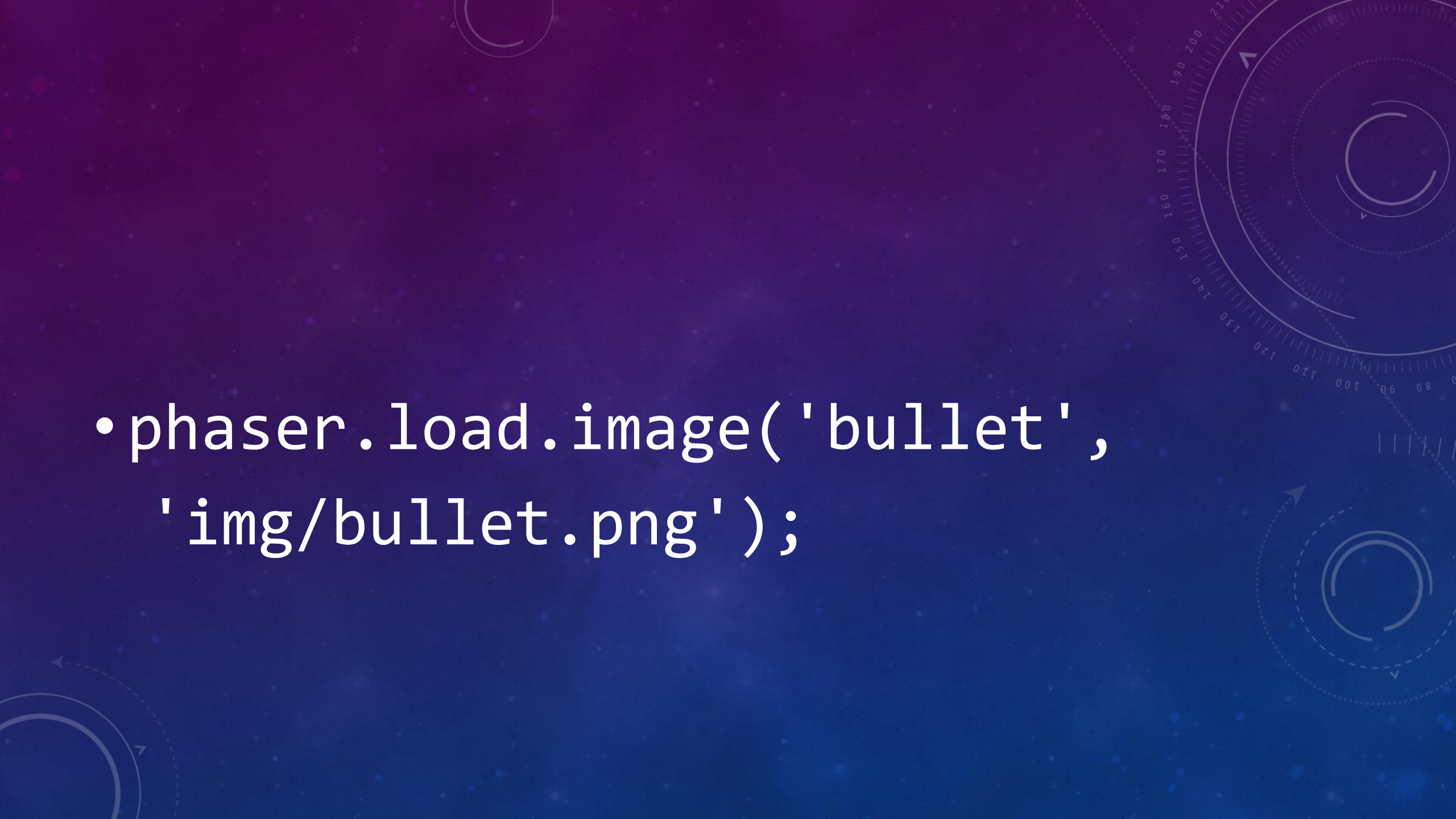
The background is a deep blue gradient with a subtle pattern of white dots, resembling a starry sky. On the left side, there are several concentric circles and a large circular scale with degree markings from 140 to 260. Some of the circles have arrows indicating a clockwise direction. The text 'PHASER' 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');



- `phaser.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 (this.phaser.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 = this.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);`  
ps:只要一個(0.5)也可ㄟ



## 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);`

```
this.phaser.input.keyboard.isDown
(phaser.
keyboard._);
```





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來加入我們吧 YEE~