# 飞机大战任务3

## 1.1 任务要点

我方飞机子弹出现和背景滚动

## 1.2 任务内容

* 让我方飞机子弹在飞机前面出现
* 让背景画面滚动增强游戏体验
* 滚动地图函数**void displayMap()**

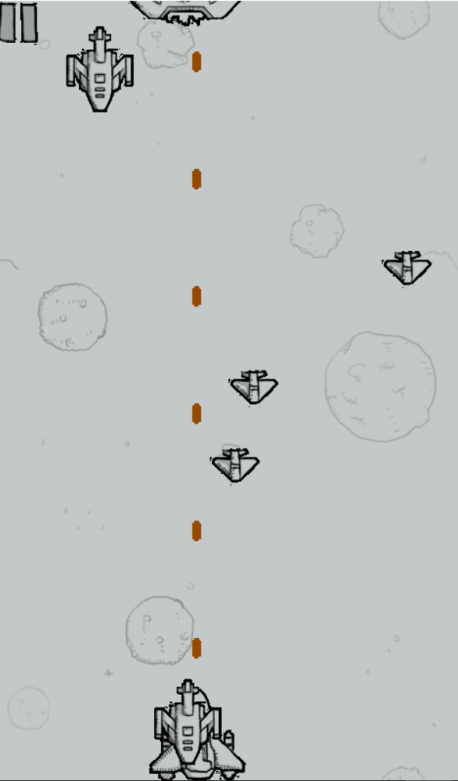
## 1.3 任务实现

**流程图：**

背景滚动

子弹出现和移动

**实现效果：**



**核心代码：**

**void displayMap()//打印地图**

**{**

**putimage(0,g\_y1,Map1);**

**putimage(0,g\_y2,Map3);**

**g\_y1=g\_y1+g\_speed;**

**g\_y2=g\_y2+g\_speed;**

**if(g\_y1==800)**

**g\_y1=0;**

**if(g\_y2==0)**

**g\_y2=-800;**

**}**

void playergame()//游戏主界面

{

//getgame();

initgraph(480,800);

mus[1].OpenFile("pic\\201.mp3");

int intervaltime=0;

Hero one;//定义一个英雄飞机

one.x=200;

one.y=678;

one.life=1;

one.speed=5;

Bulletour bullet\_our[20];

for(int i=0; i<20; i++)

{

bullet\_our[i].speed=6;

bullet\_our[i].life=0;

}

Enemyhuge enemy\_big[5];//5个大飞机

Enemymudium enemy\_middle[10];//10个中飞机

Enemysmall enemy\_little[20];//20个小飞机

enemyInitialization(enemy\_big,enemy\_middle,enemy\_little);//敌机初始化

randomize();//随机数初始化

initmouse();

for(; is\_run(); delay\_fps(60))

{

updatemouse();

if(mus[1].GetPlayStatus()==MUSIC\_MODE\_STOP)//

{

mus[1].Play(0);

}

cleardevice();

displayMap();

putimage\_transparent(NULL,hero[0],one.x,one.y,0);

putimage\_transparent(NULL,contin,0,0,0);

if((Mouse\_X>=0&&Mouse\_Y>=0&&Mouse\_X<=42&&Mouse\_Y<=45&&Mouse\_Left==true && Mouse\_Up==true)||keystate(VK\_SPACE))

{

gamePause(&one,enemy\_big,enemy\_middle,enemy\_little);

initmouse();

}

if(keystate(VK\_UP)&&one.y>0)//我方飞机向上移动

one.y-=one.speed;

else if(keystate(VK\_DOWN)&&one.y<700)//我方飞机向下移动

one.y+=one.speed;

else if(keystate(VK\_LEFT)&&one.x>0)//我方飞机向左移动

one.x-=one.speed;

else if(keystate(VK\_RIGHT)&&one.x<380)//我方飞机向右移动

one.x+=one.speed;

if(intervaltime>400)

intervaltime=0;

for(int i=0; i<20; i++)

{

if(bullet\_our[i].life==0&&((intervaltime/20)-1==i))

{

bullet\_our[i].x=one.x+45;

bullet\_our[i].y=one.y-21;

bullet\_our[i].life=1;

}

}

for(int i=0;i<20;i++)

{

if(bullet\_our[i].life>0)

{

ege::putimage\_transparent(NULL,bullets\_ordinary[i],bullet\_our[i].x,bullet\_our[i].y,0);

bullet\_our[i].y-=bullet\_our[i].speed;

}

if(bullet\_our[i].y<-21)

{

bullet\_our[i].life=0;

}

}

enemyAircraft(enemy\_big,enemy\_middle,enemy\_little);

if(enemy\_little[0].life==1)

ege::putimage\_transparent(NULL,enemy\_small[0],enemy\_little[0].x,enemy\_little[0].y,0);

if(enemy\_little[1].life==1)

ege::putimage\_transparent(NULL,enemy\_small[1],enemy\_little[1].x,enemy\_little[1].y,0);

if(enemy\_middle[0].life==1)

ege::putimage\_transparent(NULL,enemy\_mudium[0],enemy\_middle[0].x,enemy\_middle[0].y,0);

if(enemy\_big[0].life==1)

ege::putimage\_transparent(NULL,enemy\_huge[0],enemy\_big[0].x,enemy\_big[0].y,0);

if(enemy\_little[2].life==1)

ege::putimage\_transparent(NULL,enemy\_small[2],enemy\_little[2].x,enemy\_little[2].y,0);

if(enemy\_middle[1].life==1)

ege::putimage\_transparent(NULL,enemy\_mudium[1],enemy\_middle[1].x,enemy\_middle[1].y,0);

if(enemy\_little[3].life==1)

ege::putimage\_transparent(NULL,enemy\_small[3],enemy\_little[3].x,enemy\_little[3].y,0);

/\*for(int i=0;i<20;i++)

{

if(bullet\_our[i].x>enemy\_little[0].x&&bullet\_our[i].x<enemy\_little[0].x&&bull1)

}\*/

for(int i=0; i<4; i++)

{

enemy\_little[i].y+=enemy\_little[i].speed;

}

for(int i=0; i<2; i++)

{

enemy\_middle[i].y+=enemy\_middle[i].speed;

}

enemy\_big[0].y+=enemy\_big[0].speed;

intervaltime++;

}

mus[1].Close();

//delIMG();

}