# 飞机大战任务4

## 1.1 任务要点

我方飞机子弹打到敌方飞机，敌方飞机爆炸。

## 1.2 任务内容

* 我方飞机子弹打到敌方飞机时，敌方飞机爆炸。

## 1.3 任务实现

**流程图：**

敌方飞机爆炸

子弹打中敌机后，每一次循环刷一次爆炸的图

刷完后，对打中的敌机重新刷新

**实现效果：**



**核心代码：**

if(enemy\_little[0].life==1)//每个敌方飞机存活打印和爆炸打印

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

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

{

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

littledeath[0]++;

enemy\_little[0].deathtime--;

}

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

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

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

{

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

littledeath[1]++;

enemy\_little[1].deathtime--;

}

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

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

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

{

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

middledeath[0]++;

enemy\_middle[0].deathtime--;

}

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

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

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

{

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

bigdeath++;

enemy\_big[0].deathtime--;

}

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

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

else if(enemy\_little[2].life==0)

{

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

littledeath[2]++;

enemy\_little[2].deathtime--;

}

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

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

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

{

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

middledeath[1]++;

enemy\_middle[1].deathtime--;

}

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

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

else if(enemy\_little[3].life==0)

{

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

littledeath[3]++;

enemy\_little[3].deathtime--;

}