**实验报告（地图代码部分）**

**——陈莫**

**一、代码目录**

gameboundary.h 序章楼层头文件

gameboundary1.h 第一层头文件

gameboundary2.h 第二层头文件

store.h 商店层头文件

gameboundary3.h 第三层头文件

gameboundary4.h 第四层头文件

gameboundary.cpp 序章楼层头文件

gameboundary1.cpp 第一层头文件

gameboundary2.cpp 第二层头文件

store.cpp 商店层头文件

gameboundary3.cpp 第三层头文件

gameboundary4.cpp 第四层头文件

**二、定义声明**

|  |  |  |
| --- | --- | --- |
| 变量名称 | 变量类型 | 说明 |
| door | bool | door为1表示门存在，0表示门已开 |
| key | bool | key为1表示钥匙未拾取，0表示钥匙已拾取 |
| water | bool | water为1表示药水未使用，为0表示药水已使用 |
| dia | bool | dia为1表示宝石未使用，0表示宝石已使用 |
| npc | bool | npc为1表示剧情未触发，0表示剧情已触发 |
| all\_key | bool | all\_key为1表示万能钥匙存在，0表示已拾取 |
| sword | bool | sword为1表示剑未拾取，0表示已拾取 |
| mon(k) | bool | mon(k)为1表示怪生存，0表示怪死亡 |

**三、主要函数伪代码及功能**

1、移动

1.1向上移动

|  |
| --- |
| void gameboundary2::on\_up\_clicked()  {  change the orientation of hero to up;  if there is no barrier or monster or tool  y = y + 50;  else  call corresponding function;  } |

1.2向下移动

|  |
| --- |
| void gameboundary2::on\_down\_clicked()  {  change the orientation of hero to down;  if there is no barrier or monster or tool  y = y - 50;  else  call corresponding function;  } |

1.3向左移动

|  |
| --- |
| void gameboundary2::on\_left\_clicked()  {  change the orientation of hero to left;  if there is no barrier or monster or tool  x = x - 50;  else  call corresponding function;  } |

1.4向右移动

|  |
| --- |
| void gameboundary2::on\_right\_clicked()  {  change the orientation of hero to right;  if there is no barrier or monster or tool  x = x + 50;  else  call corresponding function;  } |

1. 遇道具/门

2.1遇到门

|  |
| --- |
| void GameBoundary::MeetDoor(int direction, int type, int index, QLabel \*label)  {  if door is existed  if hero has the corresponding key  {  key = key - 1;  door = false;  hide the door;  update the state of hero;  }  else if the door is not existed  move;  } |

2.2遇到钥匙

|  |
| --- |
| void GameBoundary::MeetKey(int direction, int type, int index, QLabel \*label)  {  if key is existed  {  key = key + 1;  key = false;  hide the key on the map;  update the state of hero;  }  else if the key is not existed  move;  } |

2.3遇到药水

|  |
| --- |
| void GameBoundary::MeetWater(int direction, int type, int index, QLabel \*label)  {  if water is existed  {  water = false;  hide the water on the map;  if red water  raise the hero life by 200;  else if blue water  raise the hero life by 500;  }  else if the water is not existed  move;  } |

2.4遇到宝石

|  |
| --- |
| void Gameboundary::MeetDia(int direction, int type, int index, QLabel \*label)  {  if diamond is existed  {  diamond = false;  hide the diamond on the map;  if red diamond  raise the hero attack by 3;  else if blue diamond  raise the hero defense by 3;  }  else if the water is not existed  move;  } |

3、遇怪

|  |
| --- |
| void store::MeetMonster(int direction, Monster &mon, QLabel \*label)  {  if monster is alive  {  if hero can defeat the monster  {  Call the function of fighting;  Update the state of monster;  Hide the monster on the map;  Update the state of hero and display;  }  }  else if the monster is dead  move;  } |

4、楼层切换

|  |
| --- |
| void jump(int floor)  {  Hide the present map;  Display the corresponding map of the floor;  } |

5、其他函数

5.1播放怪的动画

在头文件里声明动画文件.gif的绝对路径；

|  |
| --- |
| include <QMovie>  QMovie\* movie = new QMovie(GIF);  ui->label->setMovie(movie);  movie->start(); |

5.2当前地图物品初始化

|  |
| --- |
| For i = 1 to the number of doors  door[i] = true;  For i = 1 to the number of keys  key[i] = true;  For i = 1 to the number of diamonds  dia[i] = true;  For i = 1 to the number of bottles of water  water[i] = true; |

**四、代码（这里展示第二层地图的相关代码）**

**gameboundary1.h**

|  |
| --- |
| #ifndef GAMEBOUNDARY1\_H  #define GAMEBOUNDARY1\_H  #include <QMainWindow>  #include "gameboundary.h"  namespace Ui {  class GameBoundary1;  }  extern person hero;  class GameBoundary1 : public QMainWindow  {  Q\_OBJECT  public:  explicit GameBoundary1(QWidget \*parent = 0);  ~GameBoundary1();  public:  bool door[6];  bool key[14];  bool water[8];  bool dia[2];  bool check\_tool;  Monster mon1;  Monster mon2;  Monster mon3;  Monster mon4;  Monster mon5;  Monster mon6;  Monster mon7;  Monster mon8;  Monster mon9;  Monster mon10;  Monster mon11;  Monster mon12;  private slots:  void jump(int floor);  void move(int direction);  void MeetKey(int direction, int type, int index, QLabel\* label);  void MeetWater(int direction, int type, int index, QLabel\* label);  void MeetDoor(int direction, int type, int index, QLabel\* label);  void MeetMonster(int direction, Monster& mon, QLabel\* label);  void on\_up\_clicked();  void on\_down\_clicked();  void on\_left\_clicked();  void on\_right\_clicked();  void keyPressEvent(QKeyEvent\*event);  void showfloor1();  signals:  void one\_to\_zero();  void one\_to\_two();  private:  Ui::GameBoundary1 \*ui;  };  #endif // GAMEBOUNDARY1\_H |

**gameboundary1.cpp**

|  |
| --- |
| #include "gameboundary1.h"  #include "ui\_gameboundary1.h"  GameBoundary1::GameBoundary1(QWidget \*parent) :  QMainWindow(parent),  ui(new Ui::GameBoundary1)  {  ui->setupUi(this);  for (int i = 1; i <= 6; i++)  door[i] = true;  for (int i = 1; i <= 14; i++)  key[i] = true;  for (int i = 1; i <= 8; i++)  water[i] = true;  dia[1] = true;  dia[2] = true;  check\_tool = false;  mon1.initial(50, 20, 1, 1, 1);  mon2.initial(70, 15, 2, 2, 2);  mon3.initial(50, 20, 1, 1, 1);  mon4.initial(110, 25, 5, 4, 5);  mon5.initial(110, 25, 5, 4, 5);  mon6.initial(200, 35, 10, 5, 5);  mon7.initial(150, 40, 20, 6, 8);  mon8.initial(125, 50, 25, 7, 10);  mon9.initial(50, 20, 1, 1, 1);  mon10.initial(100, 20, 5, 3, 3);  mon11.initial(150, 40, 20, 6, 8);  mon12.initial(300, 75, 45, 10, 13);  QMovie\* movie1 = new QMovie(MON1);  ui->label\_168->setMovie(movie1);  ui->label\_301->setMovie(movie1);  ui->label\_303->setMovie(movie1);  movie1->start();  QMovie\* movie2 = new QMovie(MON2);  ui->label\_302->setMovie(movie2);  movie2->start();  QMovie\* movie3 = new QMovie(MON3);  ui->label\_114->setMovie(movie3);  movie3->start();  QMovie\* movie4 = new QMovie(MON4);  ui->label\_66->setMovie(movie4);  ui->label\_112->setMovie(movie4);  movie4->start();  QMovie\* movie5 = new QMovie(MON5);  ui->label\_157->setMovie(movie5);  ui->label\_214->setMovie(movie5);  movie5->start();  QMovie\* movie7 = new QMovie(MON7);  ui->label\_125->setMovie(movie7);  movie7->start();  QMovie\* movie10 = new QMovie(MON10);  ui->label\_223->setMovie(movie10);  movie10->start();  QMovie\* movie12 = new QMovie(MON12);  ui->label\_156->setMovie(movie12);  movie12->start();  }  GameBoundary1::~GameBoundary1()  {  delete ui;  }  void GameBoundary1::jump(int floor)  {  if (floor == 0){  this->hide();  emit one\_to\_zero();  }  else if (floor == 2){  this->hide();  emit one\_to\_two();  }  }  void GameBoundary1::move(int direction)  {  switch (direction)  {  case 1: //向上移动  ui->character->move(ui->character->x(), (ui->character->y()) - 50);  break;  case 2: //向下移动  ui->character->move(ui->character->x(), (ui->character->y()) + 50);  break;  case 3: //向左移动  ui->character->move((ui->character->x()) - 50, ui->character->y());  break;  case 4: //向右移动  ui->character->move((ui->character->x()) + 50, ui->character->y());  break;  }  }  void GameBoundary1::MeetDoor(int direction, int type, int index, QLabel \*label) //遇到门  {  if (door[index])  {  if(hero.key\_number(type)){  hero.lose\_key(type);  label->hide();  door[index] = false;  switch (type) {  case 1: ui->yellowkey1->setText(hero.get\_yellowkey()); break;  case 2: ui->bluekey1->setText(hero.get\_bluekey()); break;  case 3: ui->redkey1->setText(hero.get\_redkey()); break;  }  }  }  else  move(direction);  }  void GameBoundary1::MeetKey(int direction, int type, int index, QLabel \*label)  {  if (key[index])  {  hero.gain\_key(type);  key[index] = false;  label->hide();  switch (type) {  case 1: ui->yellowkey1->setText(hero.get\_yellowkey()); break;  case 2: ui->bluekey1->setText(hero.get\_bluekey()); break;  case 3: ui->redkey1->setText(hero.get\_redkey()); break;  }  }  else  move(direction);  }  void GameBoundary1::MeetWater(int direction, int type, int index, QLabel \*label)  {  if (water[index])  {  water[index] = false;  label->hide();  (type == 1) ? hero.raise\_life(200) : hero.raise\_life(500);  }  else  move(direction);  }  void GameBoundary1::MeetMonster(int direction, Monster &mon, QLabel \*label)  {  if (mon.get\_alive()){  if (hero.attack\_monster(mon)){  mon.update\_alive();  ui->life1->setText(hero.get\_life());  ui->attack1->setText(hero.get\_attack());  ui->defense1->setText(hero.get\_defense());  ui->level1->setText(hero.get\_level());  ui->exp1->setText(hero.get\_exp());  ui->money1->setText(hero.get\_money());  label->hide();  }  else  return;  }  else  move(direction);  }  void GameBoundary1::on\_up\_clicked() //向上移动  {  QPixmap up(UP);  ui->character->setPixmap(up);  switch (ui->character->y() / 50) //按行遍历  {  case 1:  break;  case 2:  if (ui->character->x() == 850)  move(1);  break;  case 3:  if (ui->character->x() == 850)  move(1);  break;  case 4:  switch (ui->character->x())  {  case 350: //红药水  { MeetWater(1, 1, 1, ui->label\_82);  ui->life1->setText(hero.get\_life()); }  break;  case 650: //红药水  { MeetWater(1, 1, 2, ui->label\_99);  ui->life1->setText(hero.get\_life()); }  break;  case 750: //红药水  { MeetWater(1, 1, 3, ui->label\_68);  ui->life1->setText(hero.get\_life()); }  break;  case 400:  move(1);  break;  case 550:  move(1);  break;  case 850:  move(1);  break;  case 450: //遇怪  MeetMonster(1, mon4, ui->label\_66);  break;  case 700: //黄钥匙  MeetKey(1, 1, 2, ui->label\_111);  ui->yellowkey1->setText(hero.get\_yellowkey());  break;  }  break;  case 5:  if (ui->character->x() == 550 || ui->character->x() == 850 || ui->character->x() == 400)  move(1);  else if (ui->character->x() == 750) //红药水  { MeetWater(1, 1, 5, ui->label\_69);  ui->life1->setText(hero.get\_life()); }  break;  case 6:  if (ui->character->x() == 400 || ui->character->x() == 550 || ui->character->x() == 850)  move(1);  else if (ui->character->x() == 750) //遇怪  MeetMonster(1, mon6, ui->label\_114);  break;  case 7:  if (ui->character->x() == 400 || ui->character->x() == 550 || ui->character->x() == 850 || ui->character->x() == 450)  move(1);  else if (ui->character->x() == 350) //黄钥匙  { MeetKey(1, 1, 5, ui->label\_139);  ui->yellowkey1->setText(hero.get\_yellowkey());}  break;  case 8:  if (ui->character->x() == 400 || ui->character->x() == 550 || ui->character->x() == 850)  move(1);  break;  case 9:  if (ui->character->x() == 400 || ui->character->x() == 600 || ui->character->x() == 800)  move(1);  break;  case 10:  if (ui->character->x() == 350 || ui->character->x() == 400 || ui->character->x() == 450 || ui->character->x() == 800)  move(1);  else if (ui->character->x() == 600) //红门  { MeetDoor(1, 3, 5, ui->label\_197);  ui->redkey1->setText(hero.get\_redkey());}  break;  case 11:  if (ui->character->x() == 550 || ui->character->x() == 650 || ui->character->x() == 800)  move(1);  else if (ui->character->x() == 350) //红药水  { MeetWater(1, 1, 6, ui->label\_177);  ui->life1->setText(hero.get\_life()); }  else if (ui->character->x() == 400) //蓝药水  { MeetWater(1, 2, 7, ui->label\_226);  ui->life1->setText(hero.get\_life()); }  else if (ui->character->x() == 450) //黄钥匙  { MeetKey(1, 1, 7, ui->label\_212);  ui->yellowkey1->setText(hero.get\_yellowkey());}  else if (ui->character->x() == 750) //黄钥匙  { MeetKey(1, 1, 9, ui->label\_183);  ui->yellowkey1->setText(hero.get\_yellowkey());}  else if (ui->character->x() == 850) //蓝钥匙  { MeetKey(1, 2, 10, ui->label\_188);  ui->bluekey1->setText(hero.get\_bluekey()); }  break;  default:  break;  }  }  void GameBoundary1::on\_down\_clicked() //向下移动  {  QPixmap down(DOWN);  ui->character->setPixmap(down);  switch (ui->character->y() / 50)  {  case 1:  if (ui->character->x() == 850)  move(2);  break;  case 2:  if (ui->character->x() == 850)  move(2);  break;  case 3:  if (ui->character->x() == 550 || ui->character->x() == 850)  move(2);  else if (ui->character->x() == 350) //黄钥匙  { MeetKey(2, 1, 3, ui->label\_63);  ui->yellowkey1->setText(hero.get\_yellowkey());}  else if (ui->character->x() == 700) //黄钥匙  { MeetKey(2, 1, 4, ui->label\_101);  ui->yellowkey1->setText(hero.get\_yellowkey());}  else if (ui->character->x() == 400) //遇怪  MeetMonster(2, mon5, ui->label\_112);  else if (ui->character->x() == 650) //红药水  { MeetWater(2, 1, 4, ui->label\_67);  ui->life1->setText(hero.get\_life()); }  else if (ui->character->x() == 750) //红药水  { MeetWater(2, 1, 5, ui->label\_69);  ui->life1->setText(hero.get\_life()); }  else if (ui->character->x() == 450){ //红宝石  if (dia[1]){  dia[1] = false;  ui->label\_98->hide();  hero.raise\_attack(3);  ui->attack1->setText(hero.get\_attack());  }  else  move(2);  }  break;  case 4:  if (ui->character->x() == 550 || ui->character->x() == 750 || ui->character->x() == 850)  move(2);  else if (ui->character->x() == 400) //黄门  { MeetDoor(2, 1, 2, ui->label\_334);  ui->yellowkey1->setText(hero.get\_yellowkey());}  break;  case 5:  if (ui->character->x() == 550 || ui->character->x() == 750 || ui->character->x() == 850)  move(2);  else if (ui->character->x() == 400) //遇怪  MeetMonster(2, mon7, ui->label\_157);  break;  case 6:  if (ui->character->x() == 400 || ui->character->x() == 550 || ui->character->x() == 850)  move(2);  else if (ui->character->x() == 350){ //蓝宝石  if (dia[2]){  dia[2] = false;  ui->label\_120->hide();  hero.raise\_defense(3);  ui->defense1->setText(hero.get\_defense());  }  else  move(2);  }  else if (ui->character->x() == 450) //蓝钥匙  { MeetKey(2, 2, 6, ui->label\_155);  ui->bluekey1->setText(hero.get\_bluekey()); }  break;  case 7:  if (ui->character->x() == 550 || ui->character->x() == 850)  move(2);  else if (ui->character->x() == 400) //黄门  { MeetDoor(2, 1, 4, ui->label\_331);  ui->yellowkey1->setText(hero.get\_yellowkey());}  break;  case 8:  if (ui->character->x() == 400) //遇怪  MeetMonster(2, mon11, ui->label\_214);  else if (ui->character->x() == 600) //红门  { MeetDoor(2, 3, 5, ui->label\_197);  ui->redkey1->setText(hero.get\_redkey());}  else if (ui->character->x() == 800) //黄门  { MeetDoor(2, 1, 6, ui->label\_279);  ui->yellowkey1->setText(hero.get\_yellowkey());}  break;  case 9:  if (ui->character->x() == 600)  move(2);  else if (ui->character->x() == 350) //红药水  { MeetWater(2, 1, 6, ui->label\_177);  ui->life1->setText(hero.get\_life()); }  else if (ui->character->x() == 400) //蓝药水  { MeetWater(2, 2, 7, ui->label\_226);  ui->life1->setText(hero.get\_life()); }  else if (ui->character->x() == 450) //黄钥匙  { MeetKey(2, 1, 7, ui->label\_212);  ui->yellowkey1->setText(hero.get\_yellowkey());}  else if (ui->character->x() == 800) //遇怪  MeetMonster(2, mon12, ui->label\_223);  break;  case 10:  if (ui->character->x() == 550 || ui->character->x() == 650)  ui->character->move(ui->character->x(), (ui->character->y()) + 50);  else if (ui->character->x() == 350) //红药水  { MeetWater(2, 1, 8, ui->label\_191);  ui->life1->setText(hero.get\_life()); }  else if (ui->character->x() == 400){ //捡到道具  if (!check\_tool){  check\_tool = true;  hero.raise\_attack(30);  hero.raise\_defense(30);  ui->attack1->setText(hero.get\_attack());  ui->defense1->setText(hero.get\_defense());  ui->label\_192->hide();  }  else  move(2);  }  else if (ui->character->x() == 450) //黄钥匙  { MeetKey(2, 1, 11, ui->label\_217);  ui->yellowkey1->setText(hero.get\_yellowkey());}  else if (ui->character->x() == 750) //黄钥匙  { MeetKey(2, 1, 12, ui->label\_228);  ui->yellowkey1->setText(hero.get\_yellowkey());}  else if (ui->character->x() == 800) //黄钥匙  { MeetKey(2, 1, 13, ui->label\_204);  ui->yellowkey1->setText(hero.get\_yellowkey());}  else if (ui->character->x() == 850) //黄钥匙  { MeetKey(2, 1, 14, ui->label\_198);  ui->yellowkey1->setText(hero.get\_yellowkey());}  else if (ui->character->x() == 600) //下到0楼  jump(0);  break;  case 11:  break;  default:  break;  }  }  void GameBoundary1::on\_left\_clicked() //向左移动  {  QPixmap left(LEFT);  ui->character->setPixmap(left);  switch ((ui->character->x() - 300) / 50)  {  case 1:  break;  case 2:  if (ui->character->y() == 50) //上到2楼  {  QPixmap down(DOWN);  ui->character->setPixmap(down);  jump(2);  break;  }  else if (ui->character->y() == 150) //红药水  { MeetWater(3, 1, 1, ui->label\_82);  ui->life1->setText(hero.get\_life()); }  else if (ui->character->y() == 200) //黄钥匙  { MeetKey(3, 1, 3, ui->label\_63);  ui->yellowkey1->setText(hero.get\_yellowkey());}  else if (ui->character->y() == 300) //黄钥匙  { MeetKey(3, 1, 5, ui->label\_139);  ui->yellowkey1->setText(hero.get\_yellowkey());}  else if (ui->character->y() == 350){ //蓝宝石  if (dia[2]){  dia[2] = false;  ui->label\_120->hide();  hero.raise\_defense(3);  ui->defense1->setText(hero.get\_defense());  }  else  move(3);  }  else if (ui->character->y() == 450)  move(3);  else if (ui->character->y() == 500) //红药水  { MeetWater(3, 1, 6, ui->label\_177);  ui->life1->setText(hero.get\_life()); }  else if (ui->character->y() == 550) //红药水  { MeetWater(3, 1, 8, ui->label\_191);  ui->life1->setText(hero.get\_life()); }  break;  case 3:  if (ui->character->y() == 150 || ui->character->y() == 50 || ui->character->y() == 350 || ui->character->y() == 450 || ui->character->y() == 300)  move(3);  else if (ui->character->y() == 200) //遇怪  MeetMonster(3, mon5, ui->label\_112);  else if (ui->character->y() == 300) //遇怪  MeetMonster(3, mon7, ui->label\_157);  else if (ui->character->y() == 450) //遇怪  MeetMonster(3, mon11, ui->label\_214);  else if (ui->character->y() == 500) //蓝药水  { MeetWater(3, 2, 7, ui->label\_226);  ui->life1->setText(hero.get\_life()); }  else if (ui->character->y() == 550){ //捡到道具  if (!check\_tool){  check\_tool = true;  hero.raise\_attack(30);  hero.raise\_defense(30);  ui->attack1->setText(hero.get\_attack());  ui->defense1->setText(hero.get\_defense());  ui->label\_192->hide();  }  else  move(3);  }  break;  case 4:  if (ui->character->y() == 50) //黄钥匙  { MeetKey(3, 1, 1, ui->label\_26);  ui->yellowkey1->setText(hero.get\_yellowkey());}  else if (ui->character->y() == 150) //遇怪  MeetMonster(3, mon4, ui->label\_66);  break;  case 5:  if (ui->character->y() == 50) //遇怪  MeetMonster(3, mon1, ui->label\_303);  else if (ui->character->y() == 150) //黄门  { MeetDoor(3, 1, 1, ui->label\_321);  ui->yellowkey1->setText(hero.get\_yellowkey());}  else if(ui->character->y()==500)  { MeetKey(3,3,8,ui->label\_194);  ui->redkey1->setText(hero.get\_redkey());}  break;  case 6:  if (ui->character->y() == 300 || ui->character->y() == 400)  move(3);  else if (ui->character->y() == 50) //遇怪  MeetMonster(3, mon2, ui->label\_302);  else if (ui->character->y() == 500) //红钥匙  { MeetKey(3, 3, 8, ui->label\_194);  ui->redkey1->setText(hero.get\_redkey());}  break;  case 7:  if (ui->character->y() == 300 || ui->character->y() == 400 || ui->character->y() == 500)  move(3);  else if (ui->character->y() == 50) //遇怪  MeetMonster(3, mon3, ui->label\_301);  else if (ui->character->y() == 550) //下到0楼  jump(0);  break;  case 8:  if (ui->character->y() == 50 || ui->character->y() == 300 || ui->character->y() == 400)  move(3);  else if (ui->character->y() == 150) //红药水  { MeetWater(3, 1, 2, ui->label\_99);  ui->life1->setText(hero.get\_life()); }  else if (ui->character->y() == 200) //红药水  { MeetWater(3, 1, 4, ui->label\_67);  ui->life1->setText(hero.get\_life()); }  break;  case 9:  if (ui->character->y() == 50 || ui->character->y() == 300 || ui->character->y() == 400)  move(3);  else if (ui->character->y() == 150) //黄钥匙  { MeetKey(3, 1, 2, ui->label\_111);  ui->yellowkey1->setText(hero.get\_yellowkey());}  else if (ui->character->y() == 200) //黄钥匙  { MeetKey(3, 1, 4, ui->label\_101);  ui->yellowkey1->setText(hero.get\_yellowkey());}  break;  case 10:  if (ui->character->y() == 50 || ui->character->y() == 400)  move(3);  else if (ui->character->y() == 500) //黄钥匙  { MeetKey(3, 1, 9, ui->label\_183);  ui->yellowkey1->setText(hero.get\_yellowkey());}  else if (ui->character->y() == 550) //黄钥匙  { MeetKey(3, 1, 12, ui->label\_228);  ui->yellowkey1->setText(hero.get\_yellowkey());}  break;  case 11:  if (ui->character->y() == 50 || ui->character->y() == 400 || ui->character->y() == 500)  move(3);  else if (ui->character->y() == 550) //黄钥匙  { MeetKey(3, 1, 13, ui->label\_204);  ui->yellowkey1->setText(hero.get\_yellowkey());}  break;  default:  break;  }  }  void GameBoundary1::on\_right\_clicked() //向右移动  {  QPixmap right(RIGHT);  ui->character->setPixmap(right);  switch ((ui->character->x() - 300) / 50)  {  case 1:  if (ui->character->y() == 150 || ui->character->y() == 350 || ui->character->y() == 450 || ui->character->y() == 300)  move(4);  else if (ui->character->y() == 200) //遇怪  MeetMonster(4, mon5, ui->label\_112);  else if (ui->character->y() == 500) //蓝药水  { MeetWater(4, 2, 7, ui->label\_226);  ui->life1->setText(hero.get\_life()); }  else if (ui->character->y() == 550){ //捡到道具  if (!check\_tool){  check\_tool = true;  hero.raise\_attack(30);  hero.raise\_defense(30);  ui->attack1->setText(hero.get\_attack());  ui->defense1->setText(hero.get\_defense());  ui->label\_192->hide();  }  else  move(4);  }  break;  case 2:  if (ui->character->y() == 150 || ui->character->y() == 450 || ui->character->y() == 300)  move(4);  else if (ui->character->y() == 50) //黄钥匙  { MeetKey(4, 1, 1, ui->label\_26);  ui->yellowkey1->setText(hero.get\_yellowkey());}  else if (ui->character->y() == 200){ //红宝石  if (dia[1]){  dia[1] = false;  ui->label\_98->hide();  hero.raise\_attack(3);  ui->attack1->setText(hero.get\_attack());  }  else  move(4);  }  else if (ui->character->y() == 350) //蓝钥匙  { MeetKey(4, 2, 6, ui->label\_155);  ui->bluekey1->setText(hero.get\_bluekey()); }  else if (ui->character->y() == 500) //黄钥匙  { MeetKey(4, 1, 7, ui->label\_212);  ui->yellowkey1->setText(hero.get\_yellowkey());}  else if (ui->character->y() == 550) //黄钥匙  { MeetKey(4, 1, 11, ui->label\_217);  ui->yellowkey1->setText(hero.get\_yellowkey());}  break;  case 3:  if (ui->character->y() == 150)  move(4);  else if (ui->character->y() == 50) //遇怪  MeetMonster(4, mon1, ui->label\_303);  break;  case 5:  if (ui->character->y() == 400 || ui->character->y() == 500)  move(4);  else if (ui->character->y() == 50) //遇怪  MeetMonster(4, mon3, ui->label\_301);  else if (ui->character->y() == 300) //黄门  { MeetDoor(4, 1, 3, ui->label\_140);  ui->yellowkey1->setText(hero.get\_yellowkey());}  else if (ui->character->y() == 550) //下到0楼  jump(0);  break;  case 6:  if (ui->character->y() == 50 || ui->character->y() == 400 || ui->character->y() == 500)  move(4);  else if (ui->character->y() == 300) //遇怪  MeetMonster(4, mon8, ui->label\_156);  break;  case 7:  if (ui->character->y() == 50 || ui->character->y() == 400)  move(4);  else if (ui->character->y() == 150) //黄钥匙  { MeetKey(4, 1, 2, ui->label\_111);  ui->yellowkey1->setText(hero.get\_yellowkey());}  else if (ui->character->y() == 200) //黄钥匙  { MeetKey(4, 1, 4, ui->label\_101);  ui->yellowkey1->setText(hero.get\_yellowkey());}  else if (ui->character->y() == 300) //遇怪  MeetMonster(4, mon9, ui->label\_168);  break;  case 8:  if (ui->character->y() == 50 || ui->character->y() == 400)  move(4);  else if (ui->character->y() == 150) //红药水  { MeetKey(4, 1, 3, ui->label\_68);  ui->life1->setText(hero.get\_life()); }  else if (ui->character->y() == 200) //红药水  { MeetKey(4, 1, 5, ui->label\_69);  ui->life1->setText(hero.get\_life()); }  else if (ui->character->y() == 300) //遇怪  MeetMonster(4, mon10, ui->label\_125);  break;  case 9:  if (ui->character->y() == 50 || ui->character->y() == 400 || ui->character->y() == 500)  move(4);  else if (ui->character->y() == 550) //黄钥匙  { MeetKey(4, 1, 13, ui->label\_204);  ui->yellowkey1->setText(hero.get\_yellowkey());}  break;  case 10:  if (ui->character->y() == 50 || ui->character->y() == 400)  move(4);  else if (ui->character->y() == 500) //蓝钥匙  { MeetKey(4, 2, 10, ui->label\_188);  ui->bluekey1->setText(hero.get\_bluekey()); }  else if (ui->character->y() == 550) //黄钥匙  { MeetKey(4, 1, 14, ui->label\_198);  ui->yellowkey1->setText(hero.get\_yellowkey());}  break;  case 11:  break;  case 4:  if (ui->character->y() == 150)  move(4);  else if (ui->character->y() == 50) //遇怪  MeetMonster(4, mon2, ui->label\_302);  break;  default:  break;  }  }  void GameBoundary1::keyPressEvent(QKeyEvent\*event) //控制方向--键盘事件  {  if ((event->key()==Qt::Key\_A)||(event->key()==Qt::Key\_Left))  GameBoundary1::on\_left\_clicked();  else if ((event->key()==Qt::Key\_S)||(event->key()==Qt::Key\_Down))  GameBoundary1::on\_down\_clicked();  else if ((event->key()==Qt::Key\_D)||(event->key()==Qt::Key\_Right))  GameBoundary1::on\_right\_clicked();  else if ((event->key()==Qt::Key\_W)||(event->key()==Qt::Key\_Up))  GameBoundary1::on\_up\_clicked();  else QWidget::keyPressEvent(event);  }  void GameBoundary1::showfloor1()  {  this->show();  ui->level1->setText(hero.get\_level()); //等级  ui->level1->setStyleSheet("color:white;");  QFont font ( "Microsoft YaHei", 27, 75);  ui->level1->setFont(font);  ui->yellowkey1->setText(hero.get\_yellowkey()); //黄钥匙  ui->yellowkey1->setStyleSheet("color:white;");  QFont font1 ( "Microsoft YaHei", 27, 75);  ui->yellowkey1->setFont(font1);  ui->bluekey1->setText(hero.get\_bluekey()); //蓝钥匙  ui->bluekey1->setStyleSheet("color:white;");  QFont font2 ( "Microsoft YaHei", 27, 75);  ui->bluekey1->setFont(font2);  ui->redkey1->setText(hero.get\_bluekey()); //红钥匙  ui->redkey1->setStyleSheet("color:white;");  QFont font3 ( "Microsoft YaHei", 27, 75);  ui->redkey1->setFont(font3);  ui->life1->setText(hero.get\_life()); //生命值  ui->life1->setStyleSheet("color:white;");  QFont font4 ( "Microsoft YaHei", 27, 75);  ui->life1->setFont(font4);  ui->attack1->setText(hero.get\_attack()); //攻击  ui->attack1->setStyleSheet("color:white;");  QFont font5 ( "Microsoft YaHei", 27, 75);  ui->attack1->setFont(font5);  ui->defense1->setText(hero.get\_defense()); //防御  ui->defense1->setStyleSheet("color:white;");  QFont font6 ( "Microsoft YaHei", 27, 75);  ui->defense1->setFont(font6);  ui->exp1->setText(hero.get\_exp()); //经验  ui->exp1->setStyleSheet("color:white;");  QFont font7 ( "Microsoft YaHei", 27, 75);  ui->exp1->setFont(font7);  ui->money1->setText(hero.get\_money()); //金钱  ui->money1->setStyleSheet("color:white;");  QFont font8 ( "Microsoft YaHei", 27, 75);  ui->money1->setFont(font8);  } |