



TANK WAR

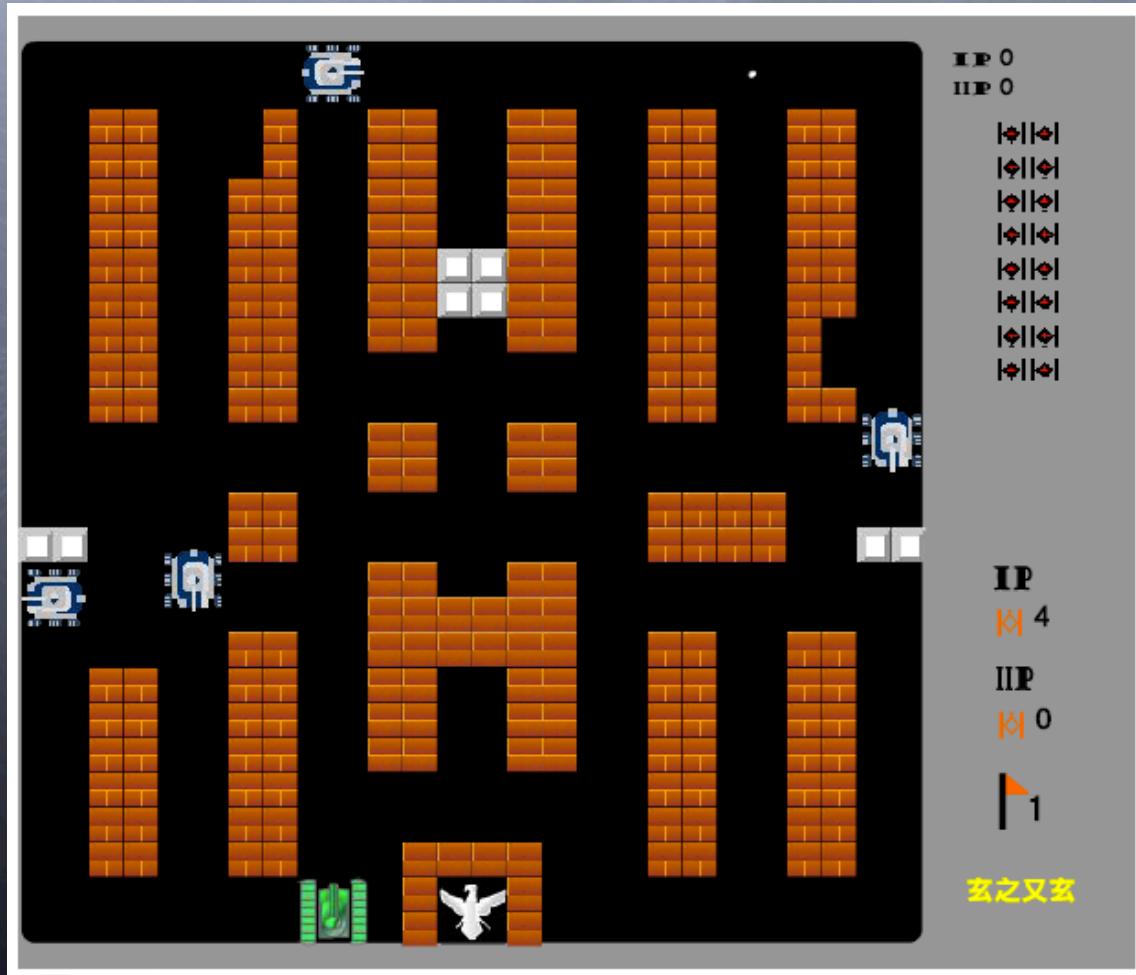


陳靈安 林天翼 邱筱晴

B02902006 B02902062 B02902034

MOTIVAITON

- 經典坦克大戰



■ INTRODUCTION

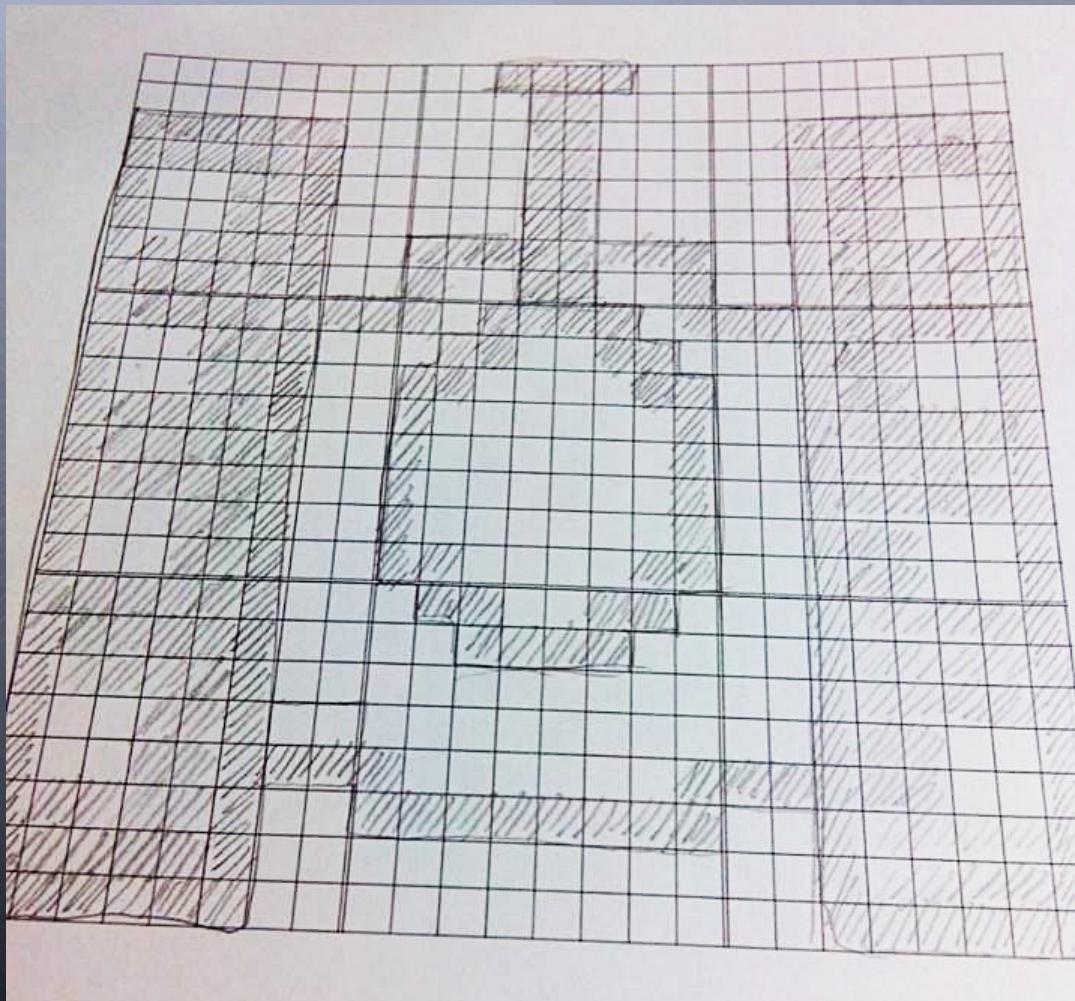
□ 坦克大戰

雖然Jack 破破 的，VM 慢慢 的，但還是試著做了每個人的童年回憶——坦克大戰遊戲！！！

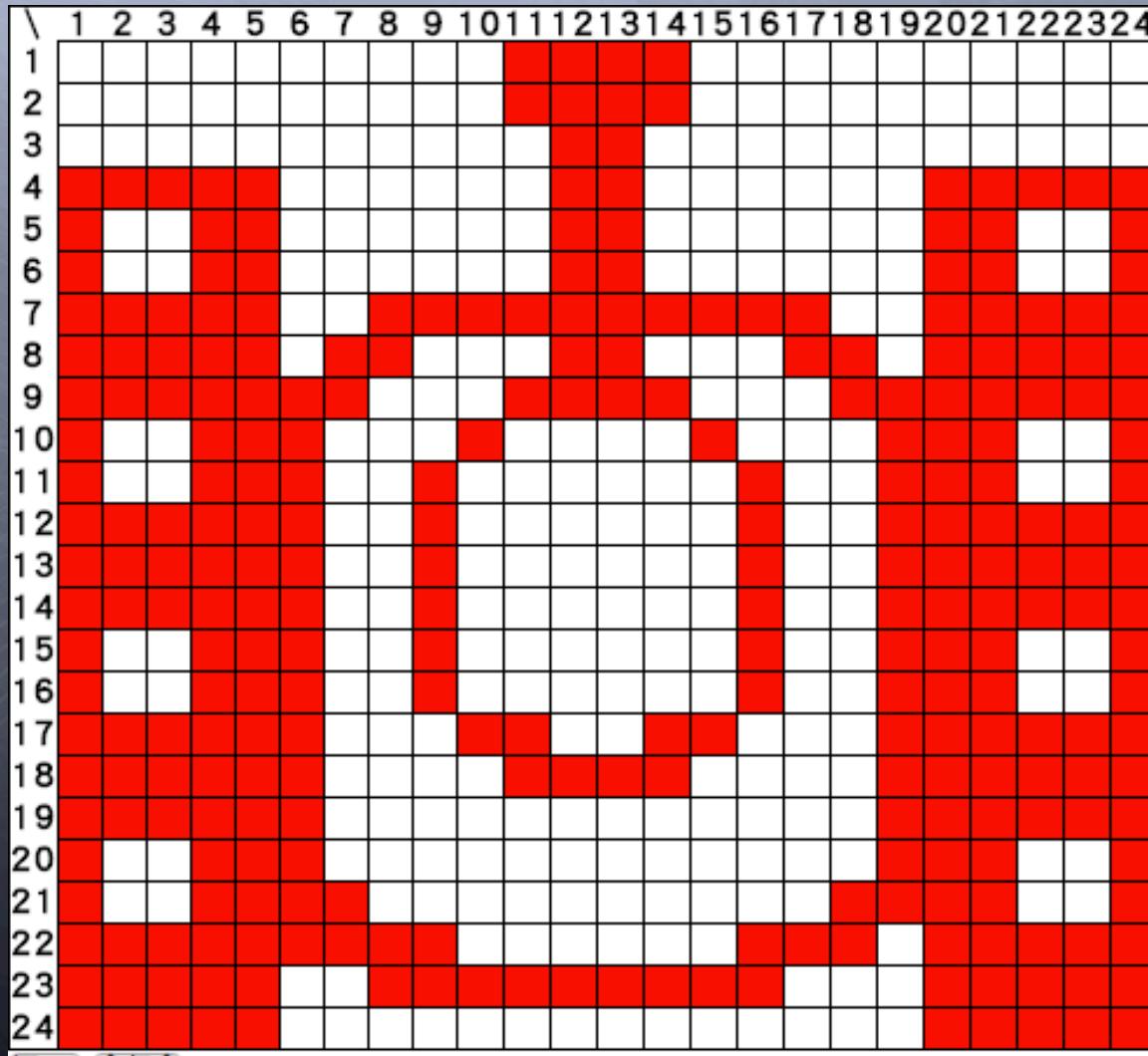
□ 特色

精緻的圖片繪製，讓你看不出這是用Jack寫出來的！

■ START WITH TANK



START WITH TANK



■ START WITH TANK



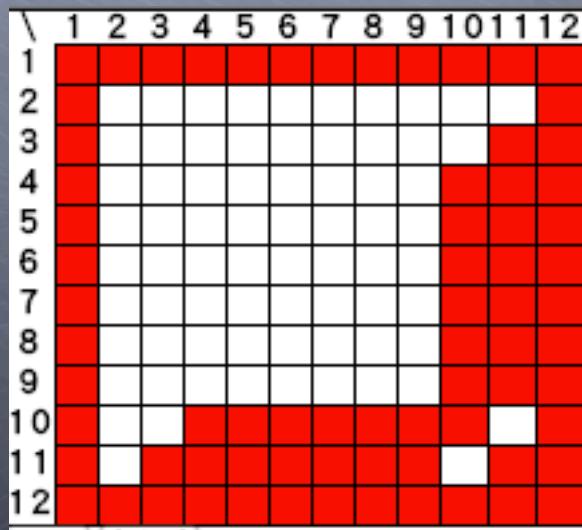
我方坦克 COMPLETED!

■ START WITH TANK



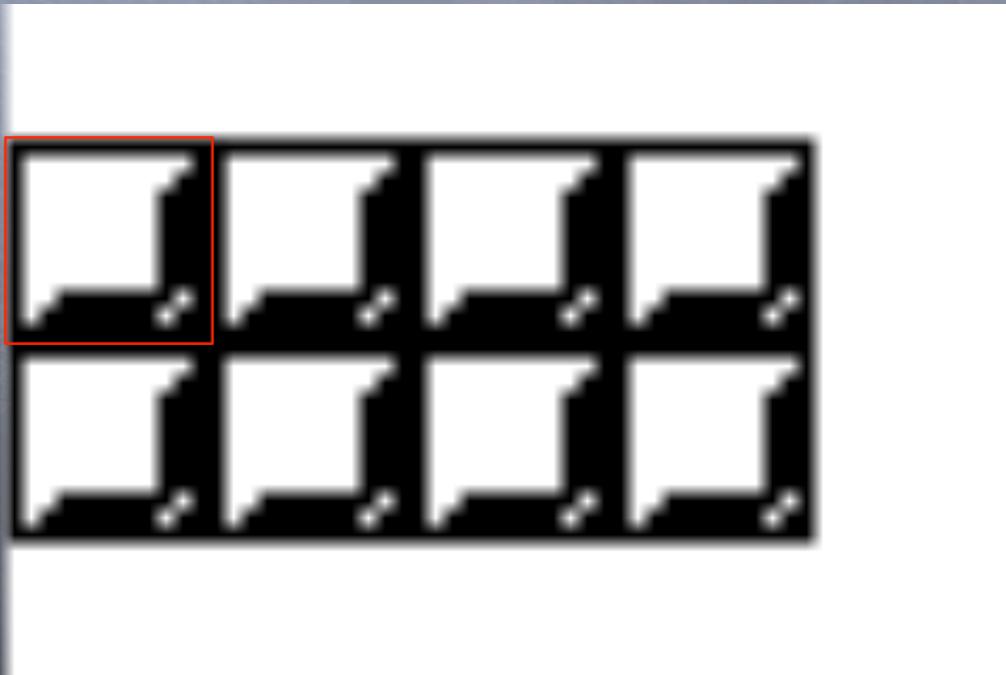
敵方坦克 COMPLETED!

OTHER OBJECTS

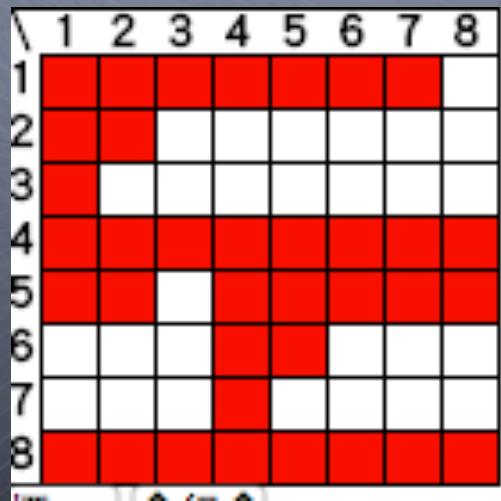


■ HARD BRICK

- COMPLETED!

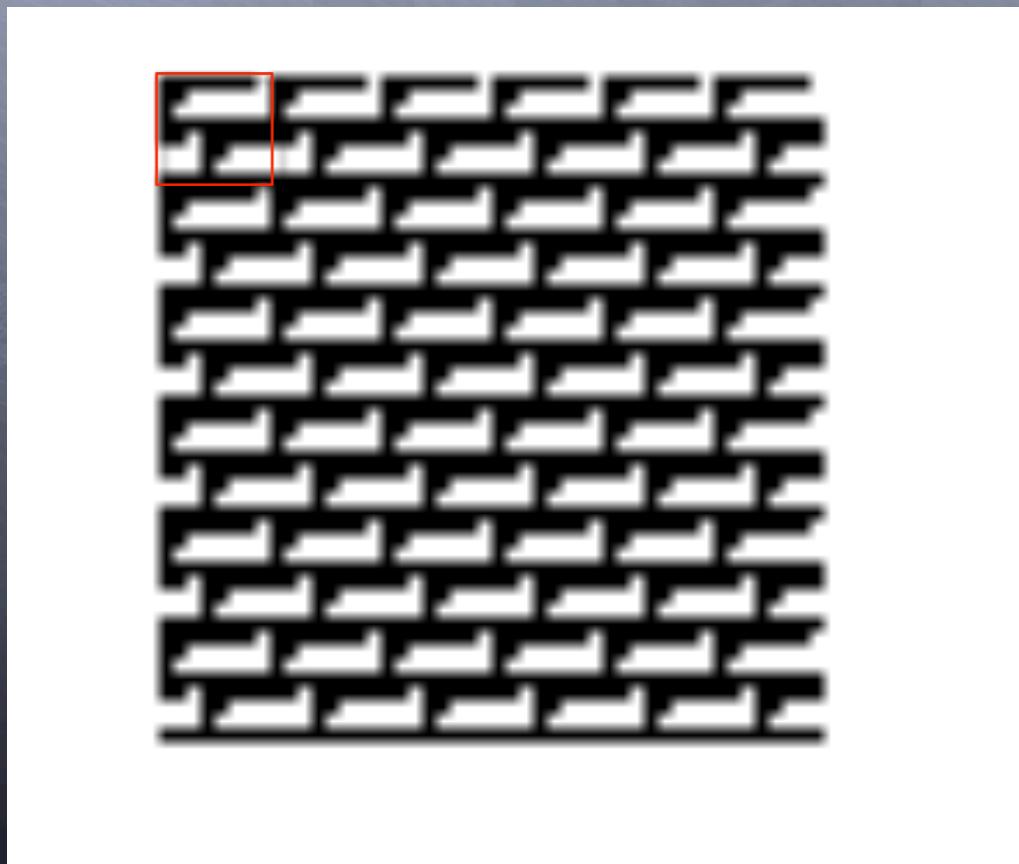


OTHER OBJECTS



■ SOFT BRICK

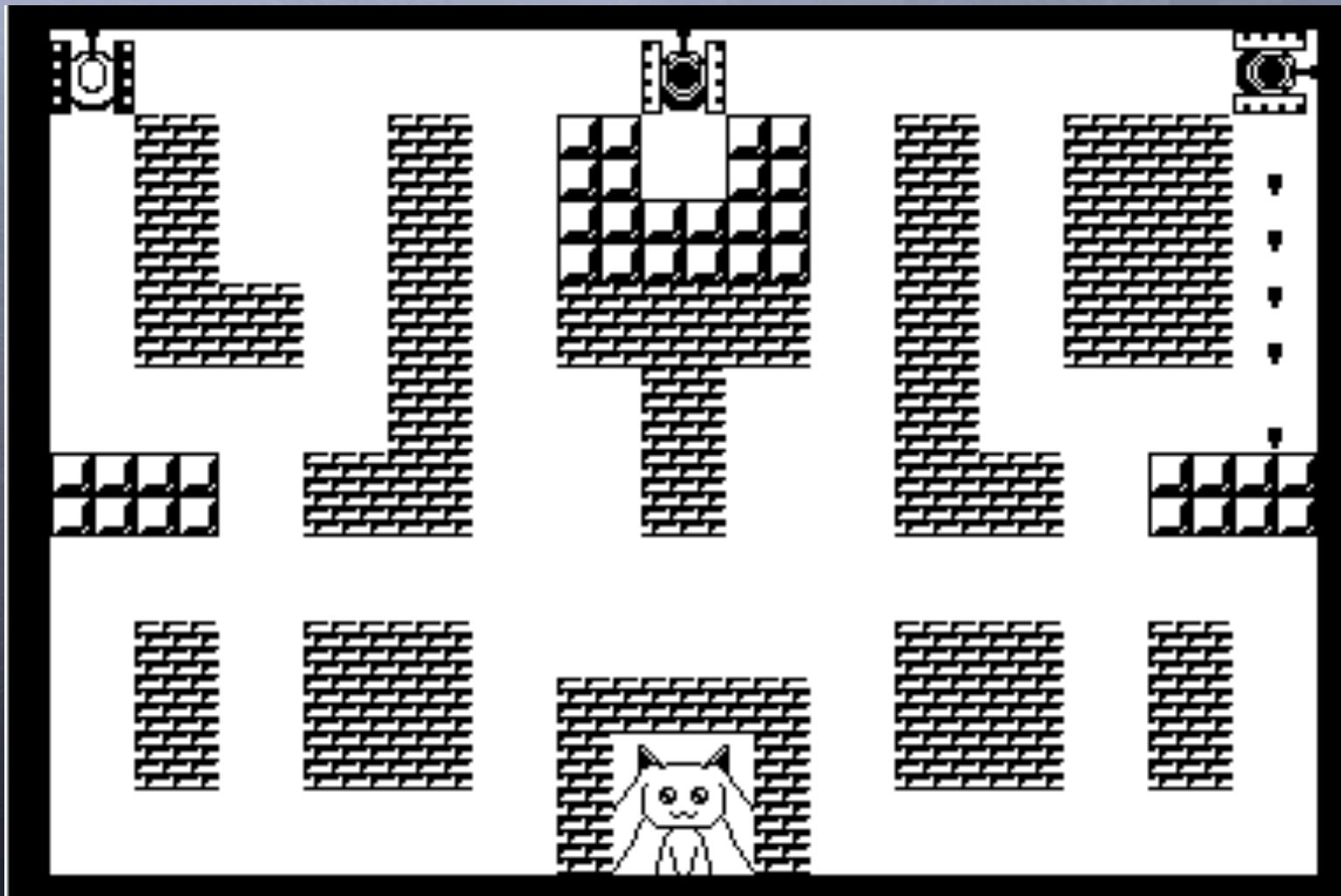
- COMPLETED!



© Q B



MAP



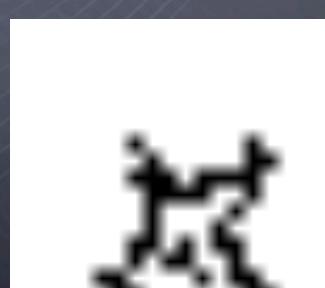
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PAINTER

<http://homepage.ntu.edu.tw/~bo2902062/painter.html>



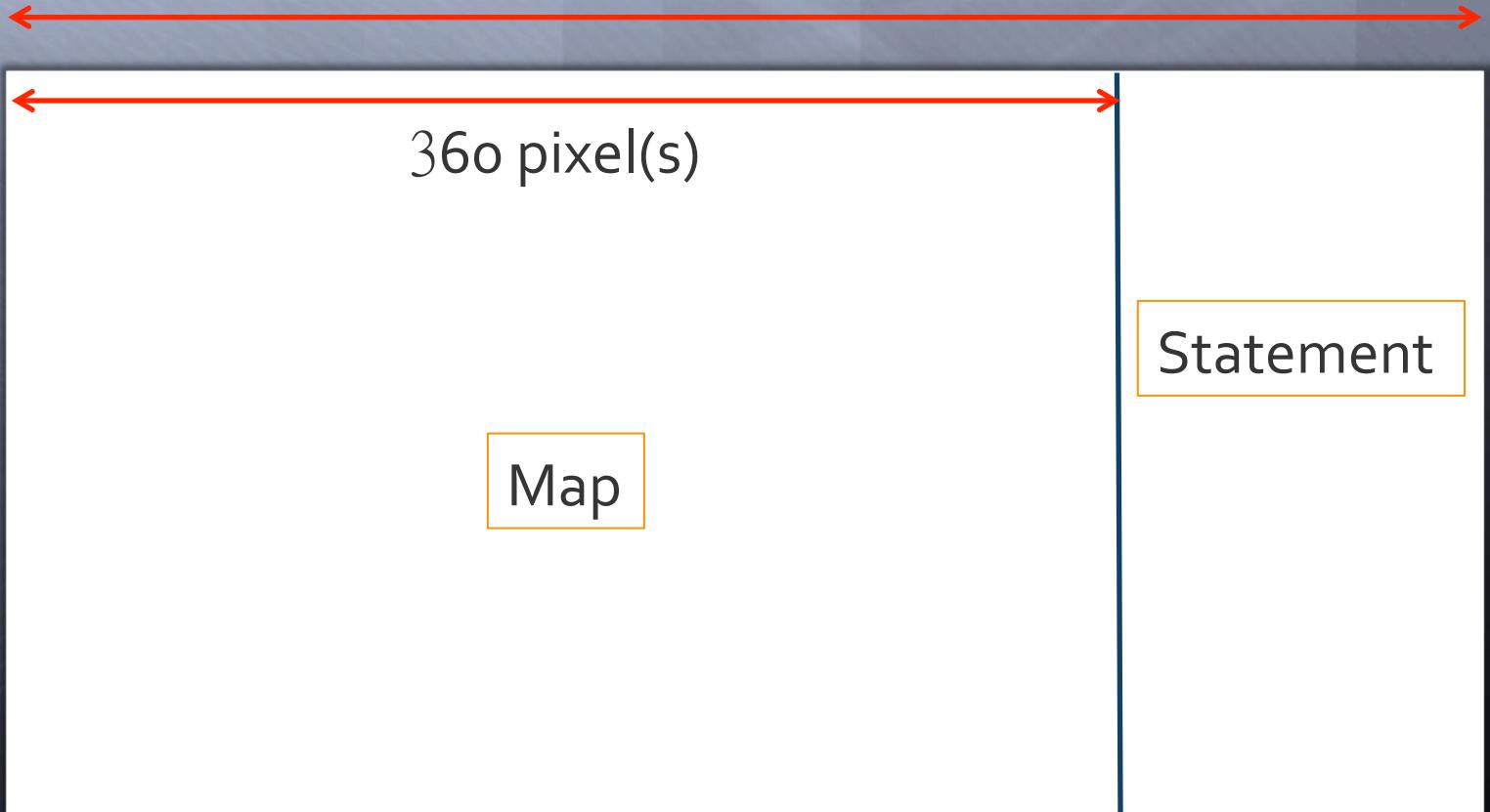
MAP

<http://homepage.ntu.edu.tw/~bo2902062/map.html>



SCREEN ARRANGEMENT

512 pixel(s)





START CODING



CLASS

MAIN

GAME

MENU

ALBUM

IMAGE

SCALABLE

BOOK

MAP

STATEMENT

LABEL

TANK

BULLET

AI

PLAYER

BOMB

LIST

NODE

RAND

C*****E

C????

LIST

```
class List{  
    method void reset()  
    method boolean end()  
    method boolean next()  
    method int get()  
    method void insert(int data)  
    method void delete()  
}
```

RANDOM

```
function int rand()
{
    let a = a*a+t/16&127;
    let t = t+1;
    return a;
}
```

 MENU

Start



Start
Level
Exit



ALBUM

- CONTAIN IMAGES

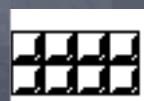
- TANK1 (I)



- TANK2 (E)



- BRICKS (H)



- BRICKS (S)



- Q B

- BULLET



- BOMB

ALBUM

```
1 class Album{
2     static Image tank1, tank2, soft, hard, QB, bullet, bomb1, bomb2, bomb3;
3     static Scalable board, board_qb;
4     function void init(){
5         var Array map;
6         let map = Array.new(225);
7         let map[0] = 0;
8         let map[1] = 0;
9         let map[2] = 0;
10        let map[3] = 0;
11        let map[4] = 0;
12        let map[5] = 0;
13        let map[6] = 0;
14        let map[7] = 0;
15        let map[8] = 0;
16        let map[9] = 0;
17        let map[10] = 0;
18        let map[11] = 0;
19        let map[12] = 96;
20        let map[13] = 24576;
21        let map[14] = 0;
22        let map[15] = 0;
23        let map[16] = 10;
```

Git in Bitbucket

The Tank War

tenyoku8478 Share

Clone Branch Pull request ...

Overview Source Commits Branches Pull requests Issues Wiki Downloads

All branches Find commits

Author	Commit	Message	Date
skg	1ecf1c1	list.txt : 目前所有class,function,method	25 minutes ago
skg	3f50aa9	為什麼board.jack一直不見= =	36 minutes ago
skg	27cb07a	Merge branch 'master' of https://bitbucket.org/tenyoku8478/the-tank-war	40 minutes ago
skg	e6b0a4b	add imba (no reduce live)	41 minutes ago
tenyoku8478	72f448f	修正Menu顯示bug	6 hours ago
tenyoku8478	1fd93c2	Merge branch 'master' of ssh://bitbucket.org/tenyoku8478/the-tank-war	6 hours ago
tenyoku8478	a3ef28d	修正Menu輸入密技時不會清除畫面的bug	6 hours ago
skg	23a8eba	add Board.jack	8 hours ago
tenyoku8478	51d3b6b	改用String內建函式取代直接存取...	9 hours ago
tenyoku8478	b9f5067	Menu改成反白方式選取！	9 hours ago
tenyoku8478	ce3fc11	新Cheat-打壞硬牆	11 hours ago
tenyoku8478	bb55bd5	Menu新增樣式可供選擇	12 hours ago
tenyoku8478	22da6e6	QB死掉時也有爆炸效果	13 hours ago
tenyoku8478	859505b	clearScreen由Game.ready來做	13 hours ago
tenyoku8478	a57dc0a	標題頁面畫上QB	13 hours ago

¶ GIT IN BITBUCKET

- Find more Information on:
<https://bitbucket.org/tenyoku8478/the-tank-war>

STATISTIC

- CLASS : 20
- FUNCTION : 45
- METHOD : 45
- CONSTRUCTOR : 13
- COMMIT : 80
- TIME CONSUMPTION : 30 HR
- CODE (WITH & WITHOUT ALBUM) :
2853 / 1364 LINES



DEMO TIME!!!!



Q & A

THANKS FOR YOUR ATTENTION



■ 分工

- 陳璽安：programmer(較具體工具)
- 林天翼：programmer(基本、底層)
- 邱筱晴：美工(看得到的東西)