Department of Computer Science and Information Engineering

Object Oriented Programming

HTML5 Tutorials
Tutorial #5 :
Using keyboard to control a game object

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HTML5 Game Framework 使用說明

Tutorial 5: 鍵盤事件

1.接續 Tutorial3 的 Practice物件，希望修改為由鍵盤事件控制，因此先註解Practice.js update function自動改變的部分

```javascript
this.update = function() {
    // this.position = {
    //     x: this.position.x + 1,
    //     y: this.position.y
    // }
    // this.rotation += 1;
    // this.pic.position = this.position
    // this.pic.rotation = this.rotation
};
```

2.在 Practice.js 中加入 keydown function為鍵盤操作事件觸發

```
this.keydown = function(e, list){
    if(e.key === 'Right'){
        this.pic.rotation += 10;
    }
    if(e.key === 'Left'){
        this.pic.rotation -= 10;
    }
};
```

3.在 myGameLevel1.js 的 keydown function 中，增加 practice.keydown()

```
keydown:function(e, list){

    this.practice.keydown(e, list);
```

4.執行結果(按左 ,右方向鍵)