

Object Oriented Programming
HTML5 Tutorials
Tutorial #3 : Create an object

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HTML5 Game Framework 使用說明

Tutorial 3: 將圖片與動作製成物件

1.請先完成 Tutorial 2

2.在 OOPLab_Sample\game_sample\js 下新增一個 js 檔，命名為 Practice，並且實作 load, initialize, update 跟 draw

```
var Practice = function() {  
    this.load = function() {  
        this.pic = new Framework.Sprite(define.imagePath + '169.bmp');  
        this.pic.position = {  
            x: 100,  
            y: 100  
        }  
        this.pic.rotation = 0;  
        this.position = {  
            x: 100,  
            y: 100  
        }  
        this.rotation = 0;  
    };  
  
    this.initialize = function() {  
  
    };  
  
    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  
    };  
  
    this.draw = function(ctx){  
        this.pic.draw(ctx)  
    };  
};
```

3.在 loadGame.js中加入 Practice.js

```
//陣列和載入JS檔的順序相同，lookFor為在要載入的檔案中，  
//有用到的全域變數，importJS這個function，會在找到lookFor的變數後  
//才會繼續loading下一個檔案，如果沒有需要lookFor，則以空字串代表  
var listScript =  
[  
  { src: 'game_sample/js/define.js', lookFor: 'define' },  
  { src: 'game_sample/js/myMenu.js', lookFor: 'MyMenu' },  
  { src: 'game_sample/js/character.js', lookFor: 'Character' },  
  { src: 'game_sample/js/Practice.js', lookFor: 'Practice' },  
  { src: 'game_sample/js/myGameLevel1.js', lookFor: 'MyGame' },  
  { src: 'game_sample/js/mainGame.js' }  
]
```

4.在 myGameLevel1.js load function宣告 Practice物件

```
this.practice = new Practice();  
this.practice.load();  
this.rootScene.attach(this.practice.pic);
```

update function增加 practice.update()

```
update: function() {  
  this.practice.update();  
}
```

5.執行結果

