安卓貪食蛇

package com.example.arpitaudaynaik.snake\_game;

import android.content.DialogInterface;

import android.content.Intent;

import android.os.Handler;

import android.support.v7.app.AlertDialog;

import android.support.v7.app.AppCompatActivity;

import android.os.Bundle;

import android.view.MotionEvent;

import android.view.View;

import android.widget.Toast;

import com.example.arpitaudaynaik.snake\_game.engine.GameEngine;

import com.example.arpitaudaynaik.snake\_game.enums.Direction;

import com.example.arpitaudaynaik.snake\_game.enums.GameState;

import com.example.arpitaudaynaik.snake\_game.views.SnakeView;

//包含安卓原先的附屬遊戲框架

public class MainActivity extends AppCompatActivity implements View.OnTouchListener{

private GameEngine gameEngine;

private SnakeView snakeView;

private final Handler handler=new Handler();

private final long updateDelay=500;

//設定其畫面大小

private float prevX=0,prevY=0;

@Override

protected void onCreate(Bundle savedInstanceState) {

super.onCreate(savedInstanceState);

setContentView(R.layout.activity\_main);

gameEngine=new GameEngine();

gameEngine.initGame();

snakeView=(SnakeView)findViewById(R.id.snakeView);

snakeView.setOnTouchListener(this);

startUpdateHandler();

}

private void startUpdateHandler(){

handler.postDelayed(new Runnable() {

@Override

public void run() {

gameEngine.Update();

if(gameEngine.getCurrentGameState()== GameState.Running){

handler.postDelayed(this,updateDelay);

}

if(gameEngine.getCurrentGameState()== GameState.Lost){

OnGameLost();

}

snakeView.setSnakeViewMap(gameEngine.getMap());

snakeView.invalidate();

}

},updateDelay);

}

//成長方式 在跑的過程中 吃到豆子身體就+1

private void OnGameLost() {

Toast.makeText(this, "You Lost", Toast.LENGTH\_SHORT).show();

AlertDialog.Builder builder = new AlertDialog.Builder(MainActivity.this);

builder.setTitle("Snake Game");

builder.setMessage("New game??");

builder.setPositiveButton("Yes", new DialogInterface.OnClickListener() {

@Override

public void onClick(DialogInterface dialog, int which) {

Intent i = getBaseContext().getPackageManager()

.getLaunchIntentForPackage( getBaseContext().getPackageName() );

i.addFlags(Intent.FLAG\_ACTIVITY\_CLEAR\_TOP);

startActivity(i);

}

});

//開始介面的設定 名字以及以往的排行榜

builder.setNegativeButton("No",new DialogInterface.OnClickListener() {

@Override

public void onClick(DialogInterface dialog, int which) {

AlertDialog.Builder builder = new AlertDialog.Builder(MainActivity.this);

builder.setTitle(R.string.app\_name);

builder.setIcon(R.mipmap.ic\_launcher);

builder.setMessage("Do you want to exit?")

.setCancelable(false)

.setPositiveButton("Yes", new DialogInterface.OnClickListener() {

public void onClick(DialogInterface dialog, int id) {

finish();

}

})

//退出按鈕的設定

.setNegativeButton("No", new DialogInterface.OnClickListener() {

public void onClick(DialogInterface dialog, int id) {

dialog.cancel();

}

});

AlertDialog alert = builder.create();

alert.show();

}

});

//刪除紀錄的按鈕設定

AlertDialog alert = builder.create();

alert.show();

}

@Override

public boolean onTouch(View v, MotionEvent event) {

switch (event.getAction()){

case MotionEvent.ACTION\_DOWN:

prevX=event.getX();

prevY=event.getY();

break;

case MotionEvent.ACTION\_UP:

float newX=event.getX();

float newY=event.getY();

//calculate where we swiped

if(Math.abs(newX-prevX)>Math.abs(newY-prevY)){

//Left-Right direction

if(newX>prevX){

//Right

gameEngine.UpdateDirection(Direction.East);

}else{

//Left

gameEngine.UpdateDirection(Direction.West);

}

}

else{

//Up-Down direction

if(newY>prevY){

//Down

gameEngine.UpdateDirection(Direction.South);

}else{

//Up

gameEngine.UpdateDirection(Direction.North);

}

}

break;

}

return true;

}

}

//貪食蛇死亡的設定 碰到牆壁或是自己都會死亡