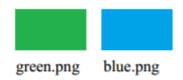
HTML5 Game Framework 使用說明

Tutorial 4: 利用陣列建立遊戲地圖

1. 参考練習 1 加入兩張圖片



2. 新增一個 js 檔,命名為 GameMap.js,並建立地圖陣列

```
class GameMap {
    constructor() {
        this.MW = 70;
this.MH = 40;
         this.position = {
             x: 200,
             y: 500
         this.map = [
             [1, 2, 1, 2],
             [2, 1, 2, 1],
             [0, 1, 0, 1],
             [2, 0, 2, 0],
             [1, 2, 1, 2]
         ];
    }
    load() {
         this.greenPic = new Framework.Sprite(define.imagePath + 'green.png');
         this.bluePic = new Framework.Sprite(define.imagePath + 'blue.png');
    };
    draw() {
         for (let i = 0; i < 5; i++) {
             for (let j = 0; j < 5; j++) {
    let picPosition = {</pre>
                      x: this.position.x + (this.MW * j) + this.MW / 2,
y: this.position.y + (this.MH * i) + this.MH / 2;
                  };
                  switch (this.map[i][j]) {
                      case 0:
                           break;
                      case 1:
                           this.greenPic.position = picPosition;
                           this.greenPic.draw(ctx);
                           break;
                      case 2:
                           this.bluePic.position = picPosition;
                           this.bluePic.draw(ctx);
                  }
    }
    update() {
         this.position = {
             x: this.position.x + 1,
             y: this.position.y
         };
         this.rotation += 1;
         this.pic.position = this.position;
         this.pic.rotation = this.rotation;
    }
    draw(ctx) {
        this.pic.draw(ctx);
```

3. 在 loadGame.js 中加入 GameMap.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
//本會繼續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/GameMap.js', lookFor: 'GameMap' },
    { src: 'game_sample/js/myGameLevel1.js', lookFor: 'MyGame' },
    { src: 'game_sample/js/mainGame.js'}
]
```

4. 在 myGameLevel1.js 的 load function 內建立物件

```
this.gameMap = new GameMap();
this.gameMap.load();
this.rootScene.attach(this.gameMap);
```

5. 執行結果

