

HTML5 Game Framework 使用說明

Tutorial 3: 將圖片與動作製成物件

1. 請先完成 Tutorial2
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

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

5. 執行結果

