

```
1 using UDK;
2
3 namespace Grafico1
4 {
5     public class MyGame : UDK.IGameDelegate
6     {
7         double r = 1.0;
8         double g = 1.0;
9         double b = 1.0;
10
11         World world;
12         Character Player1;
13         Character Player2;
14         //NoActores Bombs;
15
16         public List<Character> listPolice;
17         public List<Character> listBoss;
18         public List<Character> listThief;
19         public List<Character> listBombs;
20
21
22         public void OnLoad(GameDelegateEvent gameEvent)
23         {
24             world = new World();
25
26             double worldWidth = 11;
27             double worldHeight = 10;
28
29             world.CreateWorld(worldWidth, worldHeight);
30             world.CreateActers();
31         }
32
33         public void OnDraw(GameDelegateEvent gameEvent, ICanvas canvas)
34         {
35
36             canvas.Clear(r, g, b, 1.0);
37             canvas.Camera.SetRectangle(-1, -1, 12, 12);
38
39             // World
40             world.DrawWorld(canvas);
41
42             // Police
43             listPolice = world.actores.ListPolice;
44             for (int i = 0; i < listPolice.Count; i++)
45             {
46                 listPolice[i].Draw(canvas);
47             }
48
49             // Boss
50             listBoss = world.actores.ListBoss;
51             for (int i = 0; i < listBoss.Count; i++)
52             {
53                 listBoss[i].Draw(canvas);
```

```
54     }
55
56     // Thiefs
57     listThief = world.actores.ListThief;
58     for (int i = 0; i < listThief.Count; i++)
59     {
60         listThief[i].Draw(canvas);
61     }
62
63     // Bombs
64     listBombs = world.bombs.ListBombs;
65     for (int i = 0; i < listBombs.Count; i++)
66     {
67         listBombs[i].Draw(canvas);
68     }
69 }
70
71 public void OnAnimate(GameDelegateEvent gameEvent)
72 {
73     listPolice = world.actores.ListPolice;
74     listThief = world.actores.ListThief;
75     listBombs = world.bombs.ListBombs;
76
77     // MOVEMENT
78     for (int i = 0; i < listThief.Count; i++)
79         listThief[i].MoveIA();
80
81
82     /* RELANTIZA EL PROGRAMA
83     // DELETING THIEFS
84     if (listBombs.Count > 0)
85         if (listBombs[0].rectangle.IntersectionRectangle
86             (listThief[0].rectangle))
87             listThief[0].DeleteThief();
88     */
89 }
90
91 public void OnKeyboard(GameDelegateEvent gameEvent, IKeyboard keyboard, IMouse mouse)
92 {
93     double worldWidth = 11;
94     double worldHeight = 10;
95
96     // PLAYER 1
97     Player1 = world.GetPoliceList()[0];
98
99     if (keyboard.IsKeyDown(Keys.Up))
100     {
101         if (world.HasPlayerReachLimit(Player1))
102             Player1.rectangle.Y = worldHeight;
103         else
104             Player1.MovePlayer(false, true, 0.01);
```

```
105     }
106
107     if (keyboard.IsKeyDown(Keys.Down))
108     {
109         if (world.HasPlayerReachLimit(Player1))
110             Player1.rectangle.Y = 0.00;
111         else
112             Player1.MovePlayer(false, false, 0.01);
113     }
114
115     if (keyboard.IsKeyDown(Keys.Right))
116     {
117         if (world.HasPlayerReachLimit(Player1))
118             Player1.rectangle.X = worldWidth;
119         else
120             Player1.MovePlayer(true, true, 0.01);
121     }
122
123     if (keyboard.IsKeyDown(Keys.Left))
124     {
125         if (world.HasPlayerReachLimit(Player1))
126             Player1.rectangle.X = 0.00;
127         else
128             Player1.MovePlayer(true, false, 0.01);
129     }
130
131     if (keyboard.IsKeyDown(Keys.Space))
132     {
133         world.CreateNonActors(Player1.rectangle.X,
134                               Player1.rectangle.Y, 1, 1);
135     }
136
137     // PLAYER 2
138     Player2 = world.GetPoliceList()[1];
139
140     if (keyboard.IsKeyDown(Keys.W))
141         Player2.rectangle.Y += 0.01;
142
143     if (keyboard.IsKeyDown(Keys.S))
144         Player2.rectangle.Y -= 0.01;
145
146     if (keyboard.IsKeyDown(Keys.D))
147         Player2.rectangle.X += 0.01;
148
149     if (keyboard.IsKeyDown(Keys.A))
150         Player2.rectangle.X -= 0.01;
151
152     }
153
154     public void OnUnload(GameDelegateEvent gameEvent)
155     {
156     }
```