

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

```
53         listThief[i].Draw(canvas);
54     }
55 }
56
57 public void OnAnimate(GameDelegateEvent gameEvent)
58 {
59     // MOVEMENT
60     listThief = world.actores.ListThief;
61     for (int i = 0; i < listThief.Count; i++)
62     {
63         listThief[i].Move();
64     }
65
66     // CHASING INTERSECTION
67     listPolice = world.actores.ListPolice;
68     listPolice[0].rectangle.IntersectionRectangle(listThief  ➤
        [0].rectangle);
69
70     if (listPolice[0].rectangle.IntersectionRectangle(listThief  ➤
        [0].rectangle))
71     {
72         listThief[0].rectangle.Width *= 9.9 / 10.0;
73         listThief[0].rectangle.Height *= 9.9 / 10.0;
74     }
75 }
76
77 public void OnKeyboard(GameDelegateEvent gameEvent, IKeyboard  ➤
    keyboard, IMouse mouse)
78 {
79     // PLAYER 1
80     Player1 = world.GetPoliceList()[0];
81
82     if (keyboard.IsKeyDown(Keys.Up))
83         Player1.rectangle.Y += 0.01;
84
85     if (keyboard.IsKeyDown(Keys.Down))
86         Player1.rectangle.Y -= 0.01;
87
88     if (keyboard.IsKeyDown(Keys.Right))
89         Player1.rectangle.X += 0.01;
90
91     if (keyboard.IsKeyDown(Keys.Left))
92         Player1.rectangle.X -= 0.01;
93
94     if (keyboard.IsKeyDown(Keys.Space))
95
96
97     // PLAYER 2
98     Player2 = world.GetPoliceList()[1];           // TODO:  ➤
        PROBLEMA DE ACCESO AL INDEX 1
99
100    if (keyboard.IsKeyDown(Keys.W))
101        Player2.rectangle.Y += 0.01;
```

```
102
103         if (keyboard.IsKeyDown(Keys.S))
104             Player2.rectangle.Y -= 0.01;
105
106         if (keyboard.IsKeyDown(Keys.D))
107             Player2.rectangle.X += 0.01;
108
109         if (keyboard.IsKeyDown(Keys.A))
110             Player2.rectangle.X -= 0.01;
111
112         // CREAR UNA BOMBA
113         //world.CreateQuieters(Player1.rectangle.X,
114             Player1.rectangle.Y);
115     }
116
117     public void OnUnload(GameDelegateEvent gameEvent)
118     {
119     }
120 }
121 }
122
```