<!DOCTYPE html>

<!--

    NOTES:

    1. All tokens are represented by '$' sign in the template.

    2. You can write your code only wherever mentioned.

    3. All occurrences of existing tokens will be replaced by their appropriate values.

    4. Blank lines will be removed automatically.

    5. Remove unnecessary comments before creating your template.

-->

<html>

<head>

    <meta charset="UTF-8">

    <meta name="authoring-tool" content="Adobe\_Animate\_CC">

    <title>SPACE\_WAR</title>

    <!-- write your code here -->

    <script src="https://code.createjs.com/1.0.0/createjs.min.js"></script>

    <script src="SPACE\_WAR.js?1592651286108"></script>

    <link rel="stylesheet" href="./SPACE\_WAR.css">

    <script src="./ndgmr.Collision.js"></script>

    <script>

        var canvas, stage, exportRoot, anim\_container, dom\_overlay\_container, fnStartAnimation;

        function init() {

            canvas = document.getElementById("canvas");

            anim\_container = document.getElementById("animation\_container");

            dom\_overlay\_container = document.getElementById("dom\_overlay\_container");

            var comp = AdobeAn.getComposition("0356A0DF8E8F4448B3C6AC8B88E2FDE9");

            var lib = comp.getLibrary();

            var loader = new createjs.LoadQueue(false);

            loader.addEventListener("fileload", function (evt) {

                handleFileLoad(evt, comp)

            });

            loader.addEventListener("complete", function (evt) {

                handleComplete(evt, comp)

            });

            var lib = comp.getLibrary();

            loader.loadManifest(lib.properties.manifest);

        }

        function handleFileLoad(evt, comp) {

            var images = comp.getImages();

            if (evt && (evt.item.type == "image")) {

                images[evt.item.id] = evt.result;

            }

        }

        function handleComplete(evt, comp) {

            //This function is always called, irrespective of the content. You can use the variable "stage" after it is created in token create\_stage.

            var lib = comp.getLibrary();

            var ss = comp.getSpriteSheet();

            var queue = evt.target;

            var ssMetadata = lib.ssMetadata;

            for (i = 0; i < ssMetadata.length; i++) {

                ss[ssMetadata[i].name] = new createjs.SpriteSheet({

                    "images": [queue.getResult(ssMetadata[i].name)],

                    "frames": ssMetadata[i].frames

                })

            }

            //設定判定是否開始

            var is\_start = false;

            //判定是否死亡

            var is\_GAMEOVER = false;

            //建立背景物件

            exportRoot = new lib.SPACE\_WAR();

            stage = new lib.Stage(canvas);

            //顯示背景

            stage.addChild(exportRoot);

            //建立飛船物件

            var ship = new lib.sh();

            //設定飛船初始位置

            ship.x = 512;

            ship.y = 660;

            //螢幕上顯示飛船

            exportRoot.addChild(ship);

            //預設水平與垂直移動變數為0

            var H = 0;

            var V = 0;

            //設定每次移動的距離

            var D = 20;

            //預設鍵盤按下布林值為否

            var is\_KD = false;

            //預設分數變數為0分

            var score = 0;

            //預設血量100

            var Hp = 100;

            //for a1

            //預設a1子彈數為0

            var a1\_num = 0;

            //預設裝a1子彈的陣列

            var a1\_array = [0];

            //產生a1子彈的Fn

            var a1\_generate = function () {

                let a1 = new lib.a1();

                return a1;

            }

            //for a2

            //預設a2雷球數為0

            var a2\_num = 0;

            //預設裝a2雷球的陣列

            var a2\_array = [0];

            //產生a2雷球的Fn

            var a2\_generate = function () {

                let a2 = new lib.a2();

                return a2;

            }

            //for a4

            //預設a4脈衝波數為0

            var a4\_num = 0;

            //預設裝a4脈衝波的陣列

            var a4\_array = [0];

            //產生a4脈衝波的Fn

            var a4\_generate = function () {

                let a4 = new lib.a4();

                return a4;

            }

            //for a6

            //預設a6強化子彈數為0

            var a6\_num = 0;

            //預設裝a6強化子彈的陣列

            var a6\_array = [0];

            //產生a6強化子彈的Fn

            var a6\_generate = function () {

                let a6 = new lib.a6();

                return a6;

            }

            //for a7

            //預設a7月牙天衝數為0

            var a7\_num = 0;

            //預設裝a7月牙天衝的陣列

            var a7\_array = [0];

            //產生a7月牙天衝的Fn

            var a7\_generate = function () {

                let a7 = new lib.a7();

                return a7;

            }

            const sounds = [{

                    src: "./音效/game\_start.mp3",

                    id: "game\_start"

                },

                {

                    src: "./音效/attack1.mp3",

                    id: "attack1"

                },

                {

                    src: "./音效/boom.mp3",

                    id: "boom"

                },

                {

                    src: "./音效/hit1.mp3",

                    id: "hit1"

                },

                {

                    src: "./音效/doong.mp3",

                    id: "doong"

                },

                {

                    src: "./音效/lazer.mp3",

                    id: "lazer"

                },

                {

                    src: "./音效/ping.mp3",

                    id: "ping"

                },

                {

                    src: "./音效/devil\_scared1.mp3",

                    id: "devil\_scared1"

                },

                {

                    src: "./音效/devil\_scared2.mp3",

                    id: "devil\_scared2"

                },

                {

                    src: "./音效/harmed.mp3",

                    id: "harmed"

                },

                {

                    src: "./音效/lightning.mp3",

                    id: "lightning"

                },

                {

                    src: "./音效/attack7.mp3",

                    id: "attack7"

                },

                {

                    src: "./音效/striking.mp3",

                    id: "striking"

                },

                {

                    src: "./音效/impact.mp3",

                    id: "impact"

                },

                {

                    src: "./音效/game\_over.mp3",

                    id: "game\_over"

                },

                {

                    src: "./音效/hp\_up.mp3",

                    id: "hp\_up"

                },

                {

                    src: "./音效/win.mp3",

                    id: "win"

                },

            ];

            createjs.Sound.alternateExtensions = ["mp3"];

            createjs.Sound.registerSounds(sounds, "./");

            //遊戲開始點擊按鈕

            document.querySelector("#start").addEventListener("click", () => {

                createjs.Sound.play("game\_start");

                is\_start = true;

                document.querySelector("#start").style.display = "none";

                //設定鍵盤監聽事件

                window.addEventListener("keydown", KDF)

                window.addEventListener("keyup", KUF)

                window.removeEventListener("keydown", start)

            })

            //遊戲開始空白建按鈕

            window.addEventListener("keydown", start)

            function start(e) {

                if (e.keyCode === 32) {

                    is\_start = true;

                    createjs.Sound.play("game\_start");

                    document.querySelector("#start").style.display = "none";

                    //設定鍵盤監聽事件

                    window.addEventListener("keydown", KDF)

                    window.addEventListener("keyup", KUF)

                    window.removeEventListener("keydown", start)

                }

            }

            //遊戲重新開始按鈕

            document.querySelector("#restart").addEventListener("click", () => {

                window.location.reload();

            })

            // // 怪物1

            // let monster1 = setInterval(() => {

            //  if (score >= 0 && score <= 75) {

            //      if (is\_start) {

            //          let m = new lib.m1();

            //          //(最大值-最小值+1)\*亂數 +最小值

            //          m.x = Math.floor(Math.random() \* (924 - 100 + 1) + 100);

            //          m.y = -50;

            //          m.scaleX = 1.5;

            //          m.scaleY = 1.5;

            //          exportRoot.addChild(m);

            //          let HP = 1;

            //          let is\_died = false;

            //          createjs.Tween.get(m)

            //              .to({

            //                  y: 768,

            //              }, 15000)

            //              .call(() => {

            //                  Hp -= HP;

            //                  document.querySelector(".hp").style.width = `${Hp}%`;

            //                  createjs.Tween.removeTweens(m);

            //                  exportRoot.removeChild(m);

            //              })

            //              .addEventListener("change", () => {

            //                  for (let i = 0; i <= a1\_num; i++) {

            //                      if (a1\_array[i] == 0) {

            //                          continue;

            //                      } else {

            //                          let hit\_target = ndgmr.checkRectCollision(a1\_array[i], m);

            //                          if (hit\_target) {

            //                              HP -= 1;

            //                              if (HP <= 0) {

            //                                  function del() {

            //                                      createjs.Tween.removeTweens(m);

            //                                      exportRoot.removeChild(m);

            //                                      score += 1;

            //                                      document.querySelector(".score").innerHTML = score;

            //                                  }

            //                                  if (is\_died) {

            //                                      break;

            //                                  } else {

            //                                      is\_died = true;

            //                                      createjs.Sound.play("boom");

            //                                      m.gotoAndPlay("boom");

            //                                      setTimeout(del, 100);

            //                                  }

            //                              }

            //                              createjs.Tween.removeTweens(a1\_array[i]);

            //                              exportRoot.removeChild(a1\_array[i]);

            //                              a1\_array[i] = 0;

            //                          }

            //                      }

            //                  }

            //                  for (let i = 0; i <= a4\_num; i++) {

            //                      if (a4\_array[i] == 0) {

            //                          continue;

            //                      } else {

            //                          let hit\_target = ndgmr.checkRectCollision(a4\_array[i], m);

            //                          if (hit\_target) {

            //                              HP -= 100;

            //                              if (HP <= 0) {

            //                                  function del() {

            //                                      createjs.Tween.removeTweens(m);

            //                                      exportRoot.removeChild(m);

            //                                      score += 1;

            //                                      document.querySelector(".score").innerHTML = score;

            //                                  }

            //                                  if (is\_died) {

            //                                      break;

            //                                  } else {

            //                                      is\_died = true;

            //                                      createjs.Sound.play("boom");

            //                                      m.gotoAndPlay("boom");

            //                                      setTimeout(del, 100);

            //                                  }

            //                              }

            //                          }

            //                      }

            //                  }

            //                  for (let i = 0; i <= a7\_num; i++) {

            //                      if (a7\_array[i] == 0) {

            //                          continue;

            //                      } else {

            //                          let hit\_target = ndgmr.checkRectCollision(a7\_array[i], m);

            //                          if (hit\_target) {

            //                              HP -= 10;

            //                              if (HP <= 0) {

            //                                  function del() {

            //                                      createjs.Tween.removeTweens(m);

            //                                      exportRoot.removeChild(m);

            //                                      score += 1;

            //                                      document.querySelector(".score").innerHTML = score;

            //                                  }

            //                                  if (is\_died) {

            //                                      break;

            //                                  } else {

            //                                      is\_died = true;

            //                                      createjs.Sound.play("boom");

            //                                      m.gotoAndPlay("boom");

            //                                      setTimeout(del, 100);

            //                                  }

            //                              }

            //                          }

            //                      }

            //                  }

            //                  for (let i = 0; i <= a2\_num; i++) {

            //                      if (a2\_array[i] == 0) {

            //                          continue;

            //                      } else {

            //                          let hit\_target = ndgmr.checkRectCollision(a2\_array[i], m);

            //                          if (hit\_target) {

            //                              HP -= 2;

            //                              createjs.Tween.removeTweens(a2\_array[i]);

            //                              exportRoot.removeChild(a2\_array[i]);

            //                              a2\_array[i] = 0;

            //                              if (HP <= 0) {

            //                                  function del() {

            //                                      createjs.Tween.removeTweens(m);

            //                                      exportRoot.removeChild(m);

            //                                      score += 1;

            //                                      document.querySelector(".score").innerHTML = score;

            //                                  }

            //                                  if (is\_died) {

            //                                      break;

            //                                  } else {

            //                                      is\_died = true;

            //                                      createjs.Sound.play("boom");

            //                                      m.gotoAndPlay("boom");

            //                                      setTimeout(del, 100);

            //                                  }

            //                              }

            //                          }

            //                      }

            //                  }

            //                  if (ndgmr.checkRectCollision(ship, m)) {

            //                      if (is\_died) {

            //                          return

            //                      } else {

            //                          is\_died = true;

            //                          Hp -= HP;

            //                          document.querySelector(".hp").style.width = `${Hp}%`;

            //                          createjs.Sound.play("boom");

            //                          m.gotoAndPlay("boom");

            //                          ship.gotoAndPlay("hit");

            //                          function del() {

            //                              createjs.Tween.removeTweens(m);

            //                              exportRoot.removeChild(m);

            //                              ship.gotoAndPlay("stop");

            //                          }

            //                          setTimeout(del, 200);

            //                      }

            //                  }

            //                  if (is\_GAMEOVER) {

            //                      createjs.Tween.removeTweens(m);

            //                      exportRoot.removeChild(m);

            //                      clearInterval(monster1);

            //                  }

            //              })

            //      }

            //  }

            // }, 1000)

            // //怪物2

            // let monster2 = setInterval(() => {

            //  if (score >= 25 && score <= 100) {

            //      let m = new lib.m2();

            //      //(最大值-最小值+1)\*亂數 +最小值

            //      m.x = Math.floor(Math.random() \* (924 - 100 + 1) + 100);

            //      m.y = -100;

            //      exportRoot.addChild(m);

            //      let HP = 2;

            //      let is\_died = false;

            //      createjs.Tween.get(m)

            //          .to({

            //              y: 768

            //          }, 25000)

            //          .call(() => {

            //              is\_died = true;

            //              Hp -= HP;

            //              document.querySelector(".hp").style.width = `${Hp}%`;

            //              createjs.Tween.removeTweens(m);

            //              exportRoot.removeChild(m);

            //          })

            //          .addEventListener("change", () => {

            //              for (let i = 0; i <= a1\_num; i++) {

            //                  if (a1\_array[i] == 0) {

            //                      continue;

            //                  } else {

            //                      let hit\_target = ndgmr.checkRectCollision(a1\_array[i], m);

            //                      if (hit\_target) {

            //                          HP -= 1;

            //                          if (HP >= 1) {

            //                              createjs.Sound.play("hit1");

            //                          }

            //                          if (HP == 1) {

            //                              m.gotoAndPlay("run2");

            //                          }

            //                          if (HP <= 0) {

            //                              function del() {

            //                                  createjs.Tween.removeTweens(m);

            //                                  exportRoot.removeChild(m);

            //                                  score += 1;

            //                                  document.querySelector(".score").innerHTML = score;

            //                              }

            //                              if (is\_died) {

            //                                  break;

            //                              } else {

            //                                  is\_died = true;

            //                                  createjs.Sound.play("boom");

            //                                  m.gotoAndPlay("boom");

            //                                  setTimeout(del, 100);

            //                              }

            //                          }

            //                          createjs.Tween.removeTweens(a1\_array[i]);

            //                          exportRoot.removeChild(a1\_array[i]);

            //                          a1\_array[i] = 0;

            //                      }

            //                  }

            //              }

            //              for (let i = 0; i <= a4\_num; i++) {

            //                  if (a4\_array[i] == 0) {

            //                      continue;

            //                  } else {

            //                      let hit\_target = ndgmr.checkRectCollision(a4\_array[i], m);

            //                      if (hit\_target) {

            //                          HP -= 100;

            //                          if (HP <= 0) {

            //                              function del() {

            //                                  createjs.Tween.removeTweens(m);

            //                                  exportRoot.removeChild(m);

            //                                  score += 1;

            //                                  document.querySelector(".score").innerHTML = score;

            //                              }

            //                              if (is\_died) {

            //                                  break;

            //                              } else {

            //                                  is\_died = true;

            //                                  createjs.Sound.play("boom");

            //                                  m.gotoAndPlay("boom");

            //                                  setTimeout(del, 100);

            //                              }

            //                          }

            //                      }

            //                  }

            //              }

            //              for (let i = 0; i <= a7\_num; i++) {

            //                  if (a7\_array[i] == 0) {

            //                      continue;

            //                  } else {

            //                      let hit\_target = ndgmr.checkRectCollision(a7\_array[i], m);

            //                      if (hit\_target) {

            //                          HP -= 100;

            //                          if (HP <= 0) {

            //                              function del() {

            //                                  createjs.Tween.removeTweens(m);

            //                                  exportRoot.removeChild(m);

            //                                  score += 1;

            //                                  document.querySelector(".score").innerHTML = score;

            //                              }

            //                              if (is\_died) {

            //                                  break;

            //                              } else {

            //                                  is\_died = true;

            //                                  createjs.Sound.play("boom");

            //                                  m.gotoAndPlay("boom");

            //                                  setTimeout(del, 100);

            //                              }

            //                          }

            //                      }

            //                  }

            //              }

            //              for (let i = 0; i <= a2\_num; i++) {

            //                  if (a2\_array[i] == 0) {

            //                      continue;

            //                  } else {

            //                      let hit\_target = ndgmr.checkRectCollision(a2\_array[i], m);

            //                      if (hit\_target) {

            //                          HP -= 2;

            //                          createjs.Tween.removeTweens(a2\_array[i]);

            //                          exportRoot.removeChild(a2\_array[i]);

            //                          a2\_array[i] = 0;

            //                          if (HP <= 0) {

            //                              function del() {

            //                                  createjs.Tween.removeTweens(m);

            //                                  exportRoot.removeChild(m);

            //                                  score += 1;

            //                                  document.querySelector(".score").innerHTML = score;

            //                              }

            //                              if (is\_died) {

            //                                  break;

            //                              } else {

            //                                  is\_died = true;

            //                                  createjs.Sound.play("boom");

            //                                  m.gotoAndPlay("boom");

            //                                  setTimeout(del, 100);

            //                              }

            //                          }

            //                      }

            //                  }

            //              }

            //              if (ndgmr.checkRectCollision(ship, m)) {

            //                  if (is\_died) {

            //                      return

            //                  } else {

            //                      is\_died = true;

            //                      Hp -= HP;

            //                      document.querySelector(".hp").style.width = `${Hp}%`;

            //                      createjs.Sound.play("boom");

            //                      m.gotoAndPlay("boom");

            //                      ship.gotoAndPlay("hit");

            //                      function del() {

            //                          createjs.Tween.removeTweens(m);

            //                          exportRoot.removeChild(m);

            //                          ship.gotoAndPlay("stop");

            //                      }

            //                      setTimeout(del, 200);

            //                  }

            //              }

            //              if (is\_GAMEOVER) {

            //                  createjs.Tween.removeTweens(m);

            //                  exportRoot.removeChild(m);

            //                  clearInterval(monster2);

            //              }

            //          })

            //      setInterval(() => {

            //          ship.gotoAndPlay("stop");

            //          let left = 0;

            //          left = Math.random() >= 0.5 ? false : true;

            //          if (HP == 1) {

            //              if (!is\_died) {

            //                  let F1 = new lib.fi1;

            //                  exportRoot.addChild(F1);

            //                  F1.x = (m.x);

            //                  F1.y = 0;

            //                  createjs.Tween.get(F1)

            //                      .to({

            //                          y: 768,

            //                      }, 5000)

            //                      .call(() => {

            //                          createjs.Tween.removeTweens(F1);

            //                          exportRoot.removeChild(F1);

            //                      })

            //                      .addEventListener("change", () => {

            //                          if (left) {

            //                              F1.x -= 10;

            //                          } else {

            //                              F1.x += 10;

            //                          }

            //                          if (F1.x >= 1024) {

            //                              left = true;

            //                          }

            //                          if (F1.x <= 0) {

            //                              left = false;

            //                          }

            //                          let hit = ndgmr.checkRectCollision(ship, F1);

            //                          if (hit) {

            //                              Hp -= 1;

            //                              document.querySelector(".hp").style.width =

            //                                  `${Hp}%`;

            //                              createjs.Sound.play("harmed");

            //                              ship.gotoAndPlay("hit");

            //                              createjs.Tween.removeTweens(F1);

            //                              exportRoot.removeChild(F1);

            //                          }

            //                          if (is\_GAMEOVER) {

            //                              createjs.Tween.removeTweens(F1);

            //                              exportRoot.removeChild(F1);

            //                          }

            //                      })

            //              }

            //          }

            //      }, 800)

            //  }

            // }, 2000)

            // //怪物3

            // let monster3 = setInterval(() => {

            //  if (score >= 75 && score <= 150) {

            //      let m = new lib.m3();

            //      //(最大值-最小值+1)\*亂數 +最小值

            //      m.x = Math.floor(Math.random() \* (924 - 100 + 1) + 100);

            //      m.y = -100;

            //      exportRoot.addChild(m);

            //      let HP = 3;

            //      let is\_died = false;

            //      createjs.Tween.get(m)

            //          .to({

            //              y: 768

            //          }, 25000)

            //          .call(() => {

            //              is\_died = true;

            //              Hp -= HP;

            //              document.querySelector(".hp").style.width = `${Hp}%`;

            //              createjs.Tween.removeTweens(m);

            //              exportRoot.removeChild(m);

            //          })

            //          .addEventListener("change", () => {

            //              for (let i = 0; i <= a1\_num; i++) {

            //                  if (a1\_array[i] == 0) {

            //                      continue;

            //                  } else {

            //                      let hit\_target = ndgmr.checkRectCollision(a1\_array[i], m);

            //                      if (hit\_target) {

            //                          HP -= 1;

            //                          if (HP >= 1) {

            //                              createjs.Sound.play("striking");

            //                          }

            //                          if (HP == 2) {

            //                              m.gotoAndPlay("run3");

            //                          }

            //                          if (HP == 1) {

            //                              m.gotoAndPlay("run2");

            //                          }

            //                          if (HP <= 0) {

            //                              function del() {

            //                                  createjs.Tween.removeTweens(m);

            //                                  exportRoot.removeChild(m);

            //                                  score += 1;

            //                                  document.querySelector(".score").innerHTML = score;

            //                              }

            //                              if (is\_died) {

            //                                  break;

            //                              } else {

            //                                  is\_died = true;

            //                                  createjs.Sound.play("boom");

            //                                  m.gotoAndPlay("boom");

            //                                  setTimeout(del, 100);

            //                              }

            //                          }

            //                          createjs.Tween.removeTweens(a1\_array[i]);

            //                          exportRoot.removeChild(a1\_array[i]);

            //                          a1\_array[i] = 0;

            //                      }

            //                  }

            //              }

            //              for (let i = 0; i <= a4\_num; i++) {

            //                  if (a4\_array[i] == 0) {

            //                      continue;

            //                  } else {

            //                      let hit\_target = ndgmr.checkRectCollision(a4\_array[i], m);

            //                      if (hit\_target) {

            //                          HP -= 100;

            //                          if (HP <= 0) {

            //                              function del() {

            //                                  createjs.Tween.removeTweens(m);

            //                                  exportRoot.removeChild(m);

            //                                  score += 1;

            //                                  document.querySelector(".score").innerHTML = score;

            //                              }

            //                              if (is\_died) {

            //                                  break;

            //                              } else {

            //                                  is\_died = true;

            //                                  createjs.Sound.play("boom");

            //                                  m.gotoAndPlay("boom");

            //                                  setTimeout(del, 100);

            //                              }

            //                          }

            //                      }

            //                  }

            //              }

            //              for (let i = 0; i <= a7\_num; i++) {

            //                  if (a7\_array[i] == 0) {

            //                      continue;

            //                  } else {

            //                      let hit\_target = ndgmr.checkRectCollision(a7\_array[i], m);

            //                      if (hit\_target) {

            //                          HP -= 10;

            //                          if (HP <= 0) {

            //                              function del() {

            //                                  createjs.Tween.removeTweens(m);

            //                                  exportRoot.removeChild(m);

            //                                  score += 1;

            //                                  document.querySelector(".score").innerHTML = score;

            //                              }

            //                              if (is\_died) {

            //                                  break;

            //                              } else {

            //                                  is\_died = true;

            //                                  createjs.Sound.play("boom");

            //                                  m.gotoAndPlay("boom");

            //                                  setTimeout(del, 100);

            //                              }

            //                          }

            //                      }

            //                  }

            //              }

            //              for (let i = 0; i <= a2\_num; i++) {

            //                  if (a2\_array[i] == 0) {

            //                      continue;

            //                  } else {

            //                      let hit\_target = ndgmr.checkRectCollision(a2\_array[i], m);

            //                      if (hit\_target) {

            //                          if (HP >= 1) {

            //                              createjs.Sound.play("striking");

            //                          }

            //                          HP -= 2;

            //                          createjs.Tween.removeTweens(a2\_array[i]);

            //                          exportRoot.removeChild(a2\_array[i]);

            //                          a2\_array[i] = 0;

            //                          if (HP == 1) {

            //                              m.gotoAndPlay("run2");

            //                          }

            //                          if (HP <= 0) {

            //                              function del() {

            //                                  createjs.Tween.removeTweens(m);

            //                                  exportRoot.removeChild(m);

            //                                  score += 1;

            //                                  document.querySelector(".score").innerHTML = score;

            //                              }

            //                              if (is\_died) {

            //                                  break;

            //                              } else {

            //                                  is\_died = true;

            //                                  createjs.Sound.play("boom");

            //                                  m.gotoAndPlay("boom");

            //                                  setTimeout(del, 100);

            //                              }

            //                          }

            //                      }

            //                  }

            //              }

            //              if (ndgmr.checkRectCollision(ship, m)) {

            //                  if (is\_died) {

            //                      return

            //                  } else {

            //                      is\_died = true;

            //                      Hp -= HP;

            //                      document.querySelector(".hp").style.width = `${Hp}%`;

            //                      createjs.Sound.play("boom");

            //                      ship.gotoAndPlay("hit");

            //                      m.gotoAndPlay("boom");

            //                      function del() {

            //                          createjs.Tween.removeTweens(m);

            //                          exportRoot.removeChild(m);

            //                          ship.gotoAndPlay("stop");

            //                      }

            //                      setTimeout(del, 200);

            //                  }

            //              }

            //              if (is\_GAMEOVER) {

            //                  createjs.Tween.removeTweens(m);

            //                  exportRoot.removeChild(m);

            //                  clearInterval(monster3);

            //              }

            //          })

            //      setInterval(() => {

            //          ship.gotoAndPlay("stop");

            //          if (HP <= 2) {

            //              if (!is\_died) {

            //                  let rot = 0;

            //                  let T = 3000;

            //                  if (HP <= 1) {

            //                      rot = 360;

            //                      T = 1500;

            //                  }

            //                  let a5 = new lib.a5;

            //                  exportRoot.addChild(a5);

            //                  a5.x = (m.x - 100);

            //                  a5.y = 0;

            //                  createjs.Tween.get(a5)

            //                      .to({

            //                          y: 768,

            //                          x: ship.x,

            //                          rotation: rot,

            //                      }, T)

            //                      .call(() => {

            //                          createjs.Tween.removeTweens(a5);

            //                          exportRoot.removeChild(a5);

            //                      })

            //                      .addEventListener("change", () => {

            //                          let hit = ndgmr.checkRectCollision(ship, a5);

            //                          if (hit) {

            //                              Hp -= 1;

            //                              document.querySelector(".hp").style.width = `${Hp}%`;

            //                              createjs.Sound.play("harmed");

            //                              ship.gotoAndPlay("hit");

            //                              createjs.Tween.removeTweens(a5);

            //                              exportRoot.removeChild(a5);

            //                          }

            //                          if (is\_GAMEOVER) {

            //                              createjs.Tween.removeTweens(a5);

            //                              exportRoot.removeChild(a5);

            //                          }

            //                      })

            //              }

            //          }

            //      }, 1000)

            //  }

            // }, 2500)

            // //怪物4

            // let monster4 = setInterval(() => {

            //  if (score >= 100 && score <= 175) {

            //      let m = new lib.m4();

            //      //(最大值-最小值+1)\*亂數 +最小值

            //      m.x = Math.floor(Math.random() \* (924 - 100 + 1) + 100);

            //      m.y = -100;

            //      exportRoot.addChild(m);

            //      let HP = 6;

            //      let is\_died = false;

            //      let xxx = Math.floor(Math.random() \* (974 - 50 + 1) + 50)

            //      createjs.Tween.get(m)

            //          .to({

            //              y: 768,

            //              x: xxx

            //          }, 25000)

            //          .call(() => {

            //              is\_died = true;

            //              Hp -= HP;

            //              document.querySelector(".hp").style.width = `${Hp}%`;

            //              createjs.Tween.removeTweens(m);

            //              exportRoot.removeChild(m);

            //          })

            //          .addEventListener("change", () => {

            //              for (let i = 0; i <= a1\_num; i++) {

            //                  if (a1\_array[i] == 0) {

            //                      continue;

            //                  } else {

            //                      let hit\_target = ndgmr.checkRectCollision(a1\_array[i], m);

            //                      if (hit\_target) {

            //                          HP -= 1;

            //                          if (HP >= 1) {

            //                              createjs.Sound.play("ping");

            //                          }

            //                          if (HP <= 0) {

            //                              function del() {

            //                                  createjs.Tween.removeTweens(m);

            //                                  exportRoot.removeChild(m);

            //                                  score += 1;

            //                                  document.querySelector(".score").innerHTML = score;

            //                              }

            //                              if (is\_died) {

            //                                  break;

            //                              } else {

            //                                  is\_died = true;

            //                                  createjs.Sound.play("devil\_scared1");

            //                                  m.gotoAndPlay("boom");

            //                                  setTimeout(del, 100);

            //                              }

            //                          }

            //                          createjs.Tween.removeTweens(a1\_array[i]);

            //                          exportRoot.removeChild(a1\_array[i]);

            //                          a1\_array[i] = 0;

            //                      }

            //                  }

            //              }

            //              for (let i = 0; i <= a4\_num; i++) {

            //                  if (a4\_array[i] == 0) {

            //                      continue;

            //                  } else {

            //                      let hit\_target = ndgmr.checkRectCollision(a4\_array[i], m);

            //                      if (hit\_target) {

            //                          HP -= 100;

            //                          if (HP <= 0) {

            //                              function del() {

            //                                  createjs.Tween.removeTweens(m);

            //                                  exportRoot.removeChild(m);

            //                                  score += 1;

            //                                  document.querySelector(".score").innerHTML = score;

            //                              }

            //                              if (is\_died) {

            //                                  break;

            //                              } else {

            //                                  is\_died = true;

            //                                  createjs.Sound.play("devil\_scared1");

            //                                  m.gotoAndPlay("boom");

            //                                  setTimeout(del, 100);

            //                              }

            //                          }

            //                      }

            //                  }

            //              }

            //              for (let i = 0; i <= a7\_num; i++) {

            //                  if (a7\_array[i] == 0) {

            //                      continue;

            //                  } else {

            //                      let hit\_target = ndgmr.checkRectCollision(a7\_array[i], m);

            //                      if (hit\_target) {

            //                          HP -= 10;

            //                          if (HP <= 0) {

            //                              function del() {

            //                                  createjs.Tween.removeTweens(m);

            //                                  exportRoot.removeChild(m);

            //                                  score += 1;

            //                                  document.querySelector(".score").innerHTML = score;

            //                              }

            //                              if (is\_died) {

            //                                  break;

            //                              } else {

            //                                  is\_died = true;

            //                                  createjs.Sound.play("devil\_scared1");

            //                                  m.gotoAndPlay("boom");

            //                                  setTimeout(del, 100);

            //                              }

            //                          }

            //                      }

            //                  }

            //              }

            //              for (let i = 0; i <= a2\_num; i++) {

            //                  if (a2\_array[i] == 0) {

            //                      continue;

            //                  } else {

            //                      let hit\_target = ndgmr.checkRectCollision(a2\_array[i], m);

            //                      if (hit\_target) {

            //                          if (HP >= 1) {

            //                              createjs.Sound.play("ping");

            //                          }

            //                          HP -= 2;

            //                          createjs.Tween.removeTweens(a2\_array[i]);

            //                          exportRoot.removeChild(a2\_array[i]);

            //                          a2\_array[i] = 0;

            //                          if (HP <= 0) {

            //                              function del() {

            //                                  createjs.Tween.removeTweens(m);

            //                                  exportRoot.removeChild(m);

            //                                  score += 1;

            //                                  document.querySelector(".score").innerHTML = score;

            //                              }

            //                              if (is\_died) {

            //                                  break;

            //                              } else {

            //                                  is\_died = true;

            //                                  createjs.Sound.play("boom");

            //                                  m.gotoAndPlay("boom");

            //                                  setTimeout(del, 100);

            //                              }

            //                          }

            //                      }

            //                  }

            //              }

            //              if (ndgmr.checkRectCollision(ship, m)) {

            //                  if (is\_died) {

            //                      return

            //                  } else {

            //                      is\_died = true;

            //                      Hp -= HP;

            //                      document.querySelector(".hp").style.width = `${Hp}%`;

            //                      createjs.Sound.play("boom");

            //                      ship.gotoAndPlay("hit");

            //                      m.gotoAndPlay("boom");

            //                      function del() {

            //                          createjs.Tween.removeTweens(m);

            //                          exportRoot.removeChild(m);

            //                          ship.gotoAndPlay("stop");

            //                      }

            //                      setTimeout(del, 200);

            //                  }

            //              }

            //              if (is\_GAMEOVER) {

            //                  createjs.Tween.removeTweens(m);

            //                  exportRoot.removeChild(m);

            //                  clearInterval(monster4);

            //              }

            //          })

            //      setInterval(() => {

            //          if (!is\_died) {

            //              let R = new lib.ro;

            //              let is\_hit = false;

            //              exportRoot.addChild(R);

            //              R.x = 1300;

            //              R.y = Math.floor(Math.random() \* 769);

            //              createjs.Tween.get(R)

            //                  .to({

            //                      x: 0,

            //                      y: 760,

            //                  }, 3000)

            //                  .call(() => {

            //                      createjs.Tween.removeTweens(R);

            //                      exportRoot.removeChild(R);

            //                  })

            //                  .addEventListener("change", () => {

            //                      let hit = ndgmr.checkRectCollision(ship, R);

            //                      if (hit) {

            //                          if (is\_hit) {

            //                              return;

            //                          } else {

            //                              is\_hit = true;

            //                              Hp -= 2;

            //                              document.querySelector(".hp").style.width = `${Hp}%`;

            //                              createjs.Sound.play("impact");

            //                              ship.gotoAndPlay("hit");

            //                              function del() {

            //                                  ship.gotoAndPlay("stop");

            //                              }

            //                              setTimeout(del, 200);

            //                          }

            //                      }

            //                      if (is\_GAMEOVER) {

            //                          createjs.Tween.removeTweens(R);

            //                          exportRoot.removeChild(R);

            //                      }

            //                  })

            //          }

            //      }, Math.floor(Math.random() \* 3000 + 1000))

            //  }

            // }, 2000)

            // //怪物5

            // let monster5 = setInterval(() => {

            //  if (score >= 150 && score <= 225) {

            //      let m = new lib.m5();

            //      //(最大值-最小值+1)\*亂數 +最小值

            //      m.x = Math.floor(Math.random() \* (924 - 100 + 1) + 100);

            //      m.y = 0;

            //      exportRoot.addChild(m);

            //      let HP = 10;

            //      let is\_died = false;

            //      left = Math.random() >= 0.5 ? false : true;

            //      let dir = left;

            //      createjs.Tween.get(m)

            //          .to({

            //              y: 768,

            //          }, 15000)

            //          .call(() => {

            //              Hp -= HP;

            //              is\_died = true;

            //              document.querySelector(".hp").style.width = `${Hp}%`;

            //              createjs.Tween.removeTweens(m);

            //              exportRoot.removeChild(m);

            //          })

            //          .addEventListener("change", () => {

            //              console.log(dir);

            //              if (dir) {

            //                  m.x -= 10;

            //              } else {

            //                  m.x += 10;

            //              }

            //              if (m.x >= 944) {

            //                  dir = true;

            //              }

            //              if (m.x <= 0) {

            //                  dir = false;

            //              }

            //              for (let i = 0; i <= a1\_num; i++) {

            //                  if (a1\_array[i] == 0) {

            //                      continue;

            //                  } else {

            //                      let hit\_target = ndgmr.checkRectCollision(a1\_array[i], m);

            //                      if (hit\_target) {

            //                          HP -= 1;

            //                          if (HP >= 1) {

            //                              createjs.Sound.play("doong");

            //                          }

            //                          if (HP <= 8 && HP >= 1) {

            //                              m.gotoAndPlay("run2");

            //                          }

            //                          if (HP <= 0) {

            //                              function del() {

            //                                  createjs.Tween.removeTweens(m);

            //                                  exportRoot.removeChild(m);

            //                                  score += 1;

            //                                  document.querySelector(".score").innerHTML = score;

            //                              }

            //                              if (is\_died) {

            //                                  break;

            //                              } else {

            //                                  is\_died = true;

            //                                  createjs.Sound.play("devil\_scared2");

            //                                  m.gotoAndPlay("boom");

            //                                  setTimeout(del, 100);

            //                              }

            //                          }

            //                          createjs.Tween.removeTweens(a1\_array[i]);

            //                          exportRoot.removeChild(a1\_array[i]);

            //                          a1\_array[i] = 0;

            //                      }

            //                  }

            //              }

            //              for (let i = 0; i <= a4\_num; i++) {

            //                  if (a4\_array[i] == 0) {

            //                      continue;

            //                  } else {

            //                      let hit\_target = ndgmr.checkRectCollision(a4\_array[i], m);

            //                      if (hit\_target) {

            //                          HP -= 100;

            //                          if (HP <= 0) {

            //                              function del() {

            //                                  createjs.Tween.removeTweens(m);

            //                                  exportRoot.removeChild(m);

            //                                  score += 1;

            //                                  document.querySelector(".score").innerHTML = score;

            //                              }

            //                              if (is\_died) {

            //                                  break;

            //                              } else {

            //                                  is\_died = true;

            //                                  createjs.Sound.play("devil\_scared2");

            //                                  m.gotoAndPlay("boom");

            //                                  setTimeout(del, 100);

            //                              }

            //                          }

            //                      }

            //                  }

            //              }

            //              for (let i = 0; i <= a7\_num; i++) {

            //                  if (a7\_array[i] == 0) {

            //                      continue;

            //                  } else {

            //                      let hit\_target = ndgmr.checkRectCollision(a7\_array[i], m);

            //                      if (hit\_target) {

            //                          HP -= 10;

            //                          if (HP <= 0) {

            //                              function del() {

            //                                  createjs.Tween.removeTweens(m);

            //                                  exportRoot.removeChild(m);

            //                                  score += 1;

            //                                  document.querySelector(".score").innerHTML = score;

            //                              }

            //                              if (is\_died) {

            //                                  break;

            //                              } else {

            //                                  is\_died = true;

            //                                  createjs.Sound.play("devil\_scared2");

            //                                  m.gotoAndPlay("boom");

            //                                  setTimeout(del, 100);

            //                              }

            //                          }

            //                      }

            //                  }

            //              }

            //              for (let i = 0; i <= a2\_num; i++) {

            //                  if (a2\_array[i] == 0) {

            //                      continue;

            //                  } else {

            //                      let hit\_target = ndgmr.checkRectCollision(a2\_array[i], m);

            //                      if (hit\_target) {

            //                          if (HP >= 1) {

            //                              createjs.Sound.play("doong");

            //                          }

            //                          HP -= 2;

            //                          createjs.Tween.removeTweens(a2\_array[i]);

            //                          exportRoot.removeChild(a2\_array[i]);

            //                          a2\_array[i] = 0;

            //                          if (HP <= 8 && HP >= 1) {

            //                              m.gotoAndPlay("run2");

            //                          }

            //                          if (HP <= 0) {

            //                              function del() {

            //                                  createjs.Tween.removeTweens(m);

            //                                  exportRoot.removeChild(m);

            //                                  score += 1;

            //                                  document.querySelector(".score").innerHTML = score;

            //                              }

            //                              if (is\_died) {

            //                                  break;

            //                              } else {

            //                                  is\_died = true;

            //                                  createjs.Sound.play("devil\_scared2");

            //                                  m.gotoAndPlay("boom");

            //                                  setTimeout(del, 100);

            //                              }

            //                          }

            //                      }

            //                  }

            //              }

            //              if (ndgmr.checkRectCollision(ship, m)) {

            //                  if (is\_died) {

            //                      return

            //                  } else {

            //                      is\_died = true;

            //                      Hp -= HP;

            //                      document.querySelector(".hp").style.width = `${Hp}%`;

            //                      createjs.Sound.play("devil\_scared2");

            //                      ship.gotoAndPlay("hit");

            //                      m.gotoAndPlay("boom");

            //                      function del() {

            //                          createjs.Tween.removeTweens(m);

            //                          exportRoot.removeChild(m);

            //                          ship.gotoAndPlay("stop");

            //                      }

            //                      setTimeout(del, 200);

            //                  }

            //              }

            //              if (is\_GAMEOVER) {

            //                  createjs.Tween.removeTweens(m);

            //                  exportRoot.removeChild(m);

            //                  clearInterval(monster5);

            //              }

            //          })

            //      setInterval(() => {

            //          if (!is\_died) {

            //              let F = new lib.fi2;

            //              let is\_hit = false;

            //              exportRoot.addChild(F);

            //              F.x = Math.floor(Math.random() \* (924 - 100 + 1) + 100);

            //              F.y = 0;

            //              tmp = Math.floor(Math.random() \* 769);

            //              createjs.Tween.get(F)

            //                  .to({

            //                      y: 768,

            //                  }, 1500)

            //                  .call(() => {

            //                      createjs.Tween.removeTweens(F);

            //                      exportRoot.removeChild(F);

            //                  })

            //                  .addEventListener("change", () => {

            //                      if (F.y > tmp) {

            //                          F.scaleX = 2;

            //                          F.scaleY = 2;

            //                      }

            //                      let hit = ndgmr.checkRectCollision(ship, F);

            //                      if (hit) {

            //                          if (is\_hit) {

            //                              return;

            //                          } else {

            //                              is\_hit = true;

            //                              Hp -= 3;

            //                              document.querySelector(".hp").style.width = `${Hp}%`;

            //                              createjs.Sound.play("harmed");

            //                              ship.gotoAndPlay("hit");

            //                              function del() {

            //                                  createjs.Tween.removeTweens(F);

            //                                  exportRoot.removeChild(F);

            //                                  ship.gotoAndPlay("stop");

            //                              }

            //                              setTimeout(del, 200);

            //                          }

            //                      }

            //                      if (is\_GAMEOVER) {

            //                          createjs.Tween.removeTweens(F);

            //                          exportRoot.removeChild(F);

            //                      }

            //                  })

            //          }

            //      }, Math.floor(Math.random() \* 2000 + 1500))

            //  }

            // }, 3000)

            //鍵盤按下

            function KDF(e) {

                //回傳鍵盤按鍵的keyCode

                console.log(e.keyCode);

                //鍵盤keyCode紀錄 37左 38上 39右 40下

                //左右方向控制

                if (e.keyCode === 37 || e.keyCode === 39) {

                    //執行一次後直接擋掉避免重複執行，影像一直重新loading

                    if (is\_KD) return;

                    //控制is\_KD

                    is\_KD = true;

                    //移動方向控制

                    H = e.keyCode === 39 ? 1 : -1;

                    //移動時播放run狀態

                    ship.gotoAndPlay("run");

                }

                //上下方向控制

                if (e.keyCode === 38 || e.keyCode === 40) {

                    //執行一次後直接擋掉避免重複執行，影像一直重新loading

                    if (is\_KD) return;

                    //控制is\_KD

                    is\_KD = true;

                    //移動方向控制

                    V = e.keyCode === 38 ? -1 : 1;

                    //移動時播放run狀態

                    ship.gotoAndPlay("run");

                }

                //按空白鍵發射子彈

                if (e.keyCode === 32) {

                    createjs.Sound.play("attack1")

                    //子彈個數加1

                    a1\_num += 1;

                    //存一個區域變數值等於當時子彈個數

                    let tmp = a1\_num;

                    //呼叫Fn a1\_generate()產生子彈後存入a1\_array內之當下a1\_num值的位置

                    a1\_array[tmp] = a1\_generate();

                    //抓取當前飛船的相對位置

                    let ship\_x = (ship.x + 12);

                    let ship\_y = (ship.y - 23);

                    //設定子彈產生的位置

                    a1\_array[tmp].x = ship\_x;

                    a1\_array[tmp].y = ship\_y;

                    //螢幕上顯示子彈

                    exportRoot.addChild(a1\_array[tmp]);

                    //利用CreateJS的TweenJS實現移動與動畫效果

                    createjs.Tween.get(a1\_array[tmp])

                        //設定子彈物件產生後自動移動到y=-500位置(2.5秒內完成)，

                        .to({

                            y: -500

                        }, 2500)

                        //當達成to指令後消除物件與動畫

                        .call(() => {

                            createjs.Tween.removeTweens(a1\_array[tmp]);

                            exportRoot.removeChild(a1\_array[tmp]);

                        })

                }

                //按Q發射雷球

                if (e.keyCode === 81) {

                    createjs.Sound.play("lightning")

                    a2\_num += 1;

                    let tmp = a2\_num;

                    a2\_array[tmp] = a2\_generate();

                    let ship\_x = (ship.x + 7);

                    let ship\_y = (ship.y - 40);

                    a2\_array[tmp].x = ship\_x;

                    a2\_array[tmp].y = ship\_y;

                    a2\_array[tmp].scaleX = 0.5;

                    a2\_array[tmp].scaleY = 0.5;

                    exportRoot.addChild(a2\_array[tmp]);

                    createjs.Tween.get(a2\_array[tmp])

                        // 讓雷球轉360度(15秒內完成)

                        .to({

                            rotation: 180,

                        }, 15000)

                    createjs.Tween.get(a2\_array[tmp])

                        .to({

                            y: -500

                        }, 10000)

                        .call(() => {

                            createjs.Tween.removeTweens(a2\_array[tmp]);

                            exportRoot.removeChild(a2\_array[tmp]);

                        })

                }

                //按W發射月牙天衝

                if (e.keyCode === 87) {

                    createjs.Sound.play("attack7")

                    a7\_num += 1;

                    let tmp = a7\_num;

                    a7\_array[tmp] = a7\_generate();

                    let ship\_x = (ship.x + 50);

                    let ship\_y = (ship.y + 10);

                    a7\_array[tmp].x = ship\_x;

                    a7\_array[tmp].y = ship\_y;

                    exportRoot.addChild(a7\_array[tmp]);

                    createjs.Tween.get(a7\_array[tmp])

                        .to({

                            y: -500

                        }, 2500)

                        .call(() => {

                            createjs.Tween.removeTweens(a7\_array[tmp]);

                            exportRoot.removeChild(a7\_array[tmp]);

                        })

                        .addEventListener("change", () => {

                            if (a7\_array[tmp].y <= -250) {

                                createjs.Tween.removeTweens(a7\_array[tmp]);

                                exportRoot.removeChild(a7\_array[tmp]);

                                a7\_array[tmp] = 0;

                            }

                        })

                }

                //按E發射強化子彈

                // if (e.keyCode === 69) {

                //  a6\_num += 1;

                //  let tmp = a6\_num;

                //  a6\_array[tmp] = a6\_generate();

                //  let ship\_x = (ship.x + 45);

                //  let ship\_y = (ship.y - 20);

                //  a6\_array[tmp].x = ship\_x;

                //  a6\_array[tmp].y = ship\_y;

                //  exportRoot.addChild(a6\_array[tmp]);

                //  createjs.Tween.get(a6\_array[tmp])

                //      .to({

                //          y: -500

                //      }, 2500)

                //      .call(() => {

                //          createjs.Tween.removeTweens(a6\_array[tmp]);

                //          exportRoot.removeChild(a6\_array[tmp]);

                //      })

                //      .addEventListener("change", () => {

                //          if (a6\_array[tmp].y <= -250) {

                //              createjs.Tween.removeTweens(a6\_array[tmp]);

                //              exportRoot.removeChild(a6\_array[tmp]);

                //              a6\_array[tmp] = 0;

                //          }

                //      })

                // }

                //按R發射脈衝波

                if (e.keyCode === 82) {

                    createjs.Sound.play("lazer")

                    a4\_num += 1;

                    let tmp = a4\_num;

                    a4\_array[tmp] = a4\_generate();

                    let ship\_y = (ship.y - 20);

                    a4\_array[tmp].x = 0;

                    a4\_array[tmp].y = ship\_y;

                    exportRoot.addChild(a4\_array[tmp]);

                    createjs.Tween.get(a4\_array[tmp])

                        .to({

                            y: -500

                        }, 2500)

                        .call(() => {

                            createjs.Tween.removeTweens(a4\_array[tmp]);

                            exportRoot.removeChild(a4\_array[tmp]);

                        })

                        .addEventListener("change", () => {

                            if (a4\_array[tmp].y <= -250) {

                                createjs.Tween.removeTweens(a4\_array[tmp]);

                                exportRoot.removeChild(a4\_array[tmp]);

                                a4\_array[tmp] = 0;

                            }

                        })

                }

                if (e.keyCode === 83) {

                    createjs.Sound.play("hp\_up");

                    Hp = 100;

                    document.querySelector(".hp").style.width = `${Hp}%`;

                }

            }

            //鍵盤放開

            function KUF(e) {

                is\_KD = false;

                //停止移動時撥放stop狀態(飛船漂浮效果)

                ship.gotoAndPlay("stop");

                //將控制方向的值歸0

                H = 0;

                V = 0;

            }

            //設定監聽事件並執行Fn MOVE來達成ship移動

            createjs.Ticker.addEventListener("tick", MOVE)

            function MOVE() {

                //左右移動

                ship.x += D \* H;

                //上下移動

                ship.y += D \* V;

            }

            createjs.Ticker.addEventListener("tick", BOSS)

            function BOSS() {

                if (score == 0) {

                    score += 1

                    let boss = new lib.hht();

                    exportRoot.addChild(boss);

                    boss.x = 540;

                    boss.y = 100;

                    function b1() {

                        createjs.Tween.get(boss)

                            .to({

                                x: Math.floor(Math.random() \* (924 - 100 + 1) + 100),

                                y: Math.floor(Math.random() \* (450 - 50 + 1) + 50),

                            }, 1500)

                            .call(() => {

                                if (Math.random() > 0.75 ? true : false) {

                                    b3()

                                } else {

                                    b2()

                                }

                            })

                    }

                    function b2() {

                        createjs.Tween.get(boss)

                            .to({

                                x: Math.floor(Math.random() \* (924 - 100 + 1) + 100),

                                y: Math.floor(Math.random() \* (450 - 50 + 1) + 50),

                            }, 1500)

                            .call(() => {

                                b1()

                            })

                    }

                    function b3() {

                        createjs.Tween.get(boss)

                            .to({

                                x: ship.x,

                                y: ship.y

                            }, 100)

                            .call(() => {

                                b1()

                            })

                    }

                    b1()

                }

            }

            createjs.Ticker.addEventListener("tick", GAMEOVER)

            function GAMEOVER() {

                if (Hp <= 0) {

                    is\_GAMEOVER = true;

                    createjs.Sound.play("game\_over");

                    document.querySelector("#game\_over").style.display = "flex";

                    document.querySelector("#restart").style.display = "flex";

                    window.removeEventListener("keydown", KDF)

                    window.removeEventListener("keyup", KUF)

                    createjs.Ticker.removeEventListener("tick", MOVE)

                    createjs.Ticker.removeEventListener("tick", GAMEOVER)

                }

            }

            //建立整個遊戲環境的監聽器

            fnStartAnimation = function () {

                createjs.Ticker.framerate = lib.properties.fps;

                createjs.Ticker.addEventListener("tick", stage);

            }

            //支援螢幕縮放

            AdobeAn.makeResponsive(false, 'both', false, 1, [canvas, anim\_container, dom\_overlay\_container]);

            AdobeAn

                .compositionLoaded(lib.properties.id);

            fnStartAnimation();

        }

    </script>

    <!-- write your code here -->

</head>

<body onload="init();" style="margin:0px;">

    <!-- 將遊戲畫面包在div.container內，預設置中 -->

    <div class="container">

        <!-- 利用h1.score顯示目前得分 -->

        <h1 class="score">0</h1>

        <div class="hpBar">

            <h2 style="color: white;">HP</h2>

            <div class="hpBox">

                <div class="hp"></div>

            </div>

        </div>

        <div id="start"><img src="./img/S\_\_4276288.gif"></div>

        <div id="game\_over"><img src="./img/GAME\_OVER.png"></div>

        <div id="restart"><img src="./img/RESTART.png"></div>

        <div id="animation\_container" style="background-color:rgba(255, 255, 255, 1.00); width:1024px; height:768px">

            <canvas id="canvas" width="1024" height="768"

                style="position: absolute; display: block; background-color:rgba(255, 255, 255, 1.00);z-index: 1;"></canvas>

            <div id="dom\_overlay\_container"

                style="pointer-events:none; overflow:hidden; width:1024px; height:768px; position: absolute; left: 0px; top: 0px; display: block;">

            </div>

        </div>

    </div>

</body>

</html>