BLACK SUN

Computer Graphics

컴퓨터공학과
201612671최원우

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목차

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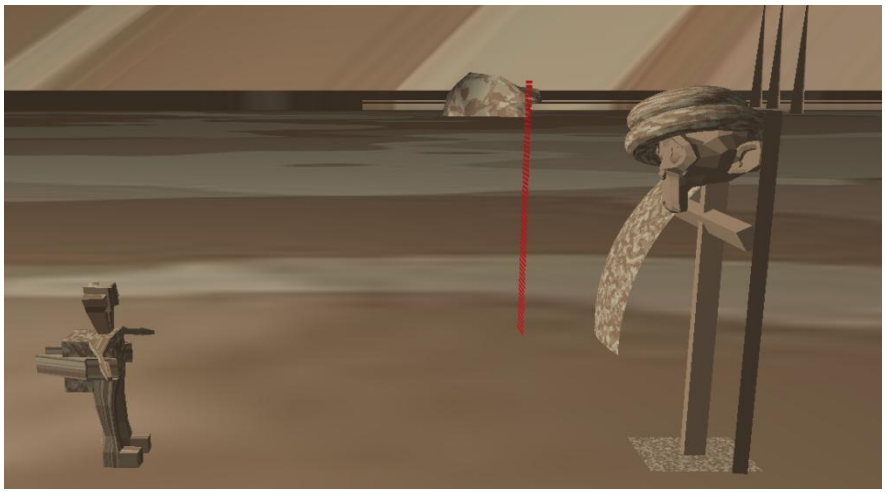
소개

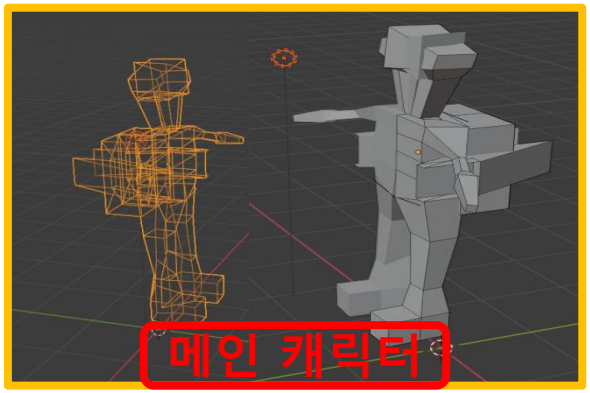
MOTIVE

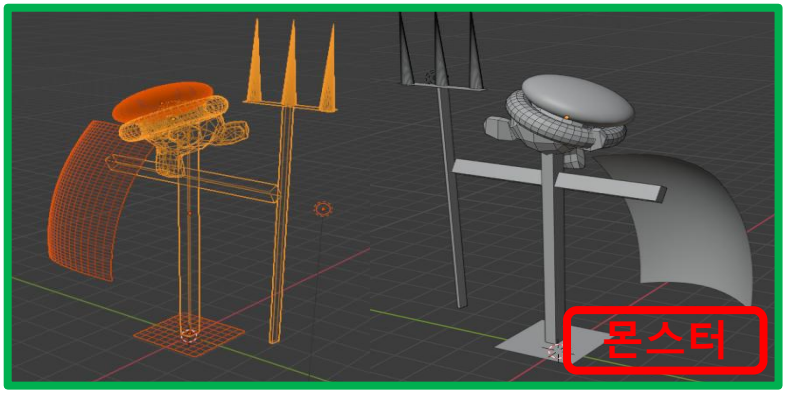
횡스크롤 게임

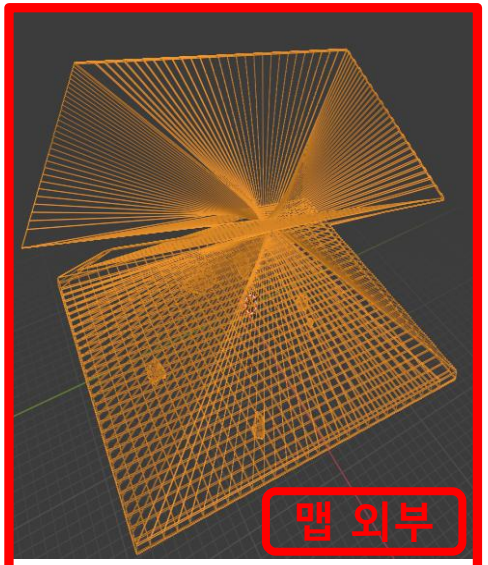


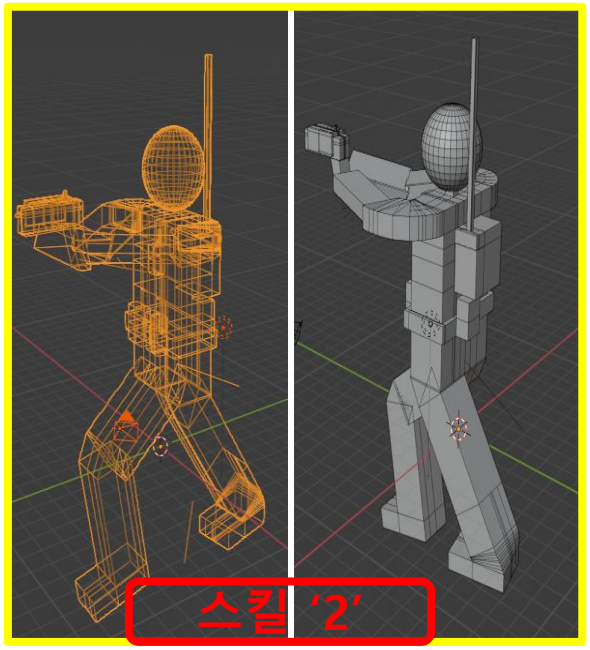
제작 과정

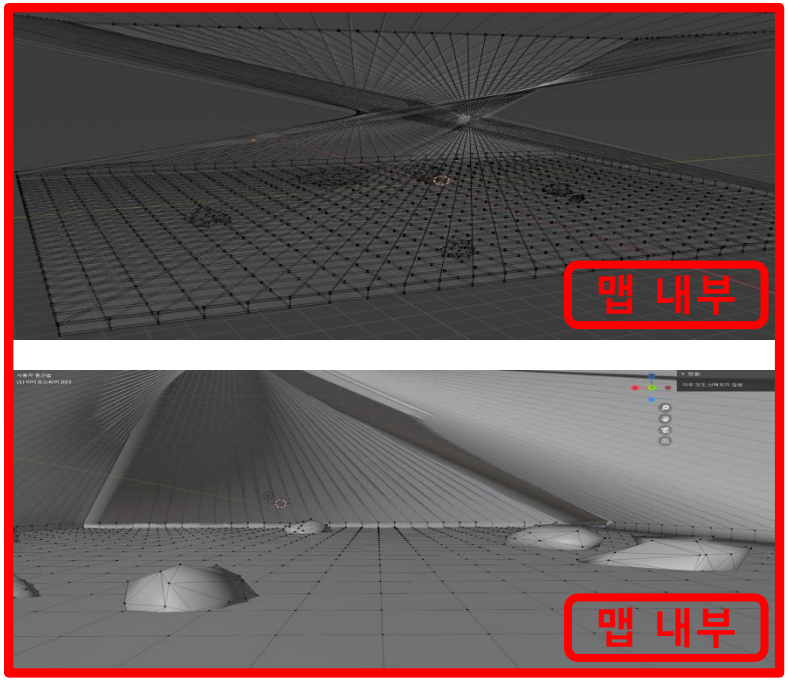
BLENDER

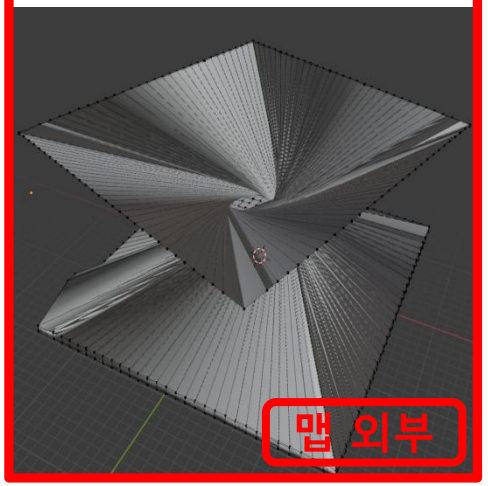






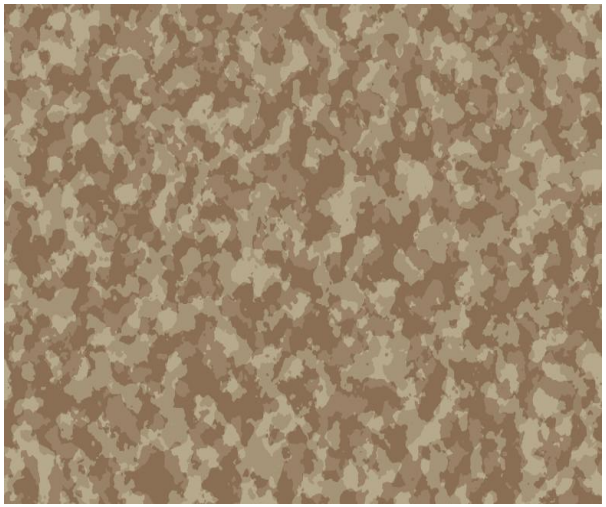






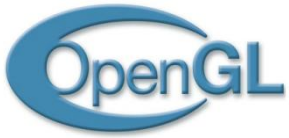
제작 과정

TEXTURE



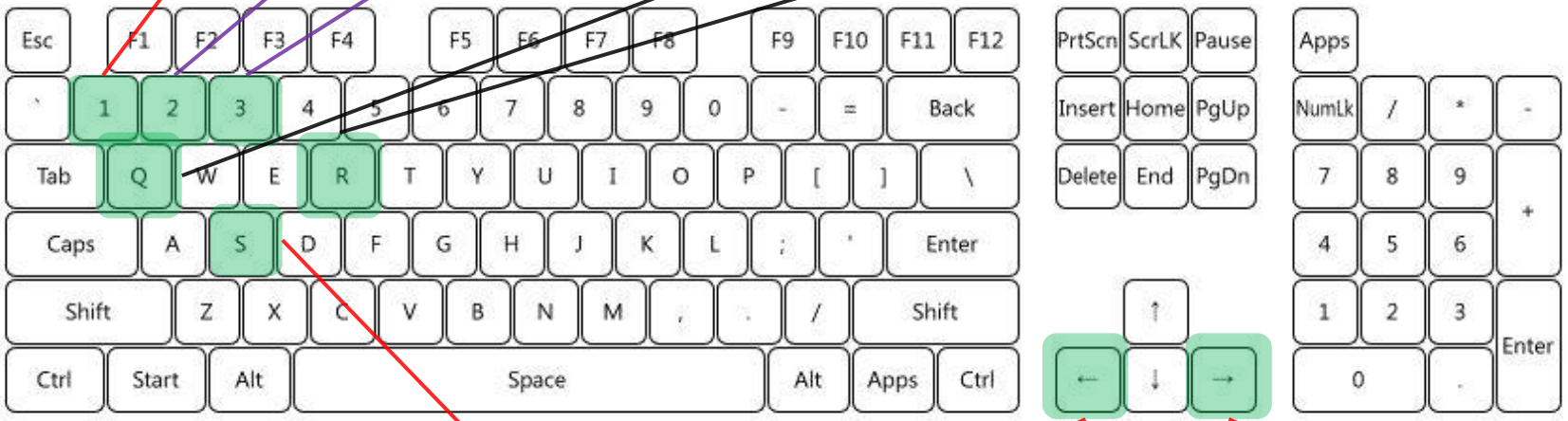
조작법

Introduce Item



기본 공격 소환 공격 필살기

게임 종료 다시 시작



START

왼쪽 이동

오른쪽이동

코드

Code

Timer Function

```
if (hit == TRUE) {

    if ((scaleX <= 0.95) && (scaleY <= 0.95) && (scaleZ <= 0.95)) {   // scale_state : 1 (더 커지게) 0 (더 작아지게)
        scale_state = TRUE;
        scaleCount++;
        hpCount++;
        if (hpCount > 7) {
            PlaySound(TEXT("die"), 0, SND_FILENAME | SND_ASYNC);
            die = TRUE;
            PlaySound(TEXT("endingSong"), 0, SND_FILENAME | SND_ASYNC | SND_LOOP);

        }

    }
    if ((scaleX >= 1) && (scaleY >= 1) && (scaleZ >= 1)) {
    scale_state = FALSE;
    scaleCount++;
}
        if (scale_state == FALSE) {
            scaleX -= 0.003, scaleY -= 0.003, scaleZ -= 0.003;
        }
        else {
            scaleX += 0.003, scaleY += 0.003, scaleZ += 0.003;
        }
        if (scaleCount == 2) {
            shoot = FALSE;
            skileShoot = FALSE;
            hit = FALSE;
            bullet_cord = mcTranZ;
            soldierBullet = mcTranZ;
            scaleCount = 0;

        }
}

glutPostRedisplay();
```

히트일 때,
0.95보다 작거나 같으면
상태변수 TRUE

1보다 크거나 같으면
상태변수 FALSE

몸집 커졌다, 작아졌다를
scaleCount ==2 만큼
반복

코드

Code

Draw Health Code

```
void drawHealth4(float health) {
  const int numDiv = 15;
  const float sep = 0.04;
  const float barHeight = 1.0/(float)numDiv;
  glBegin(GL_QUADS);
    glColor3f(1, 0, 0);
    for(float i = 0; i < health; i += (sep + barHeight)) {
      glVertex2f(0, i);
      glVertex2f(1, i);
      glVertex2f(1, i + barHeight);
      glVertex2f(0, i + barHeight);
    }
  glEnd();
}
```

```
//체력바를 그리는 함수
void drawHealth(float health) {

    glBindTexture(GL_TEXTURE_2D, tex_ids[5]);
    glTexImage2D(GL_TEXTURE_2D, 0, GL_RGB, image[5].cols, image[5].rows, 0, GL_RGB, GL_UNSIGNED_BYTE, image[5].data);
    glTexParameteri(GL_TEXTURE_2D, GL_TEXTURE_MIN_FILTER, GL_LINEAR);   //안티앨리어싱
    glTexParameteri(GL_TEXTURE_2D, GL_TEXTURE_MAG_FILTER, GL_LINEAR);   //안티앨리어싱
    glPushMatrix();
  //  glEnable(GL_COLOR_MATERIAL);
    glTranslatef(0, 2, 3);
     int numDiv = 15;
     float sep = 0.04;
     float bar = 1.0 / (float)numDiv; // 1/15


        glBegin(GL_QUADS);
        for (float i = 0; i < health - (hpCount+1); i += (sep + bar)) {
            glVertex2f(0, i);
            glVertex2f(1, i);
            glVertex2f(1, i + bar);
            glVertex2f(0, i + bar);

    }glEnd();

    glPopMatrix();
}
```