

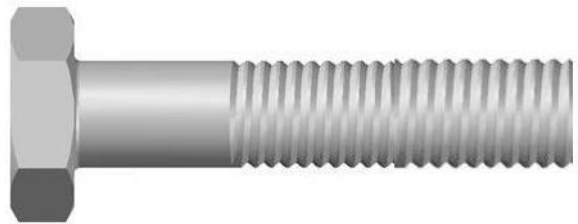


```
local ball = display.newImage( "pole.jpg")  
ball.x = display.contentCenterX -200  
ball.y = display.contentCenterY +100
```

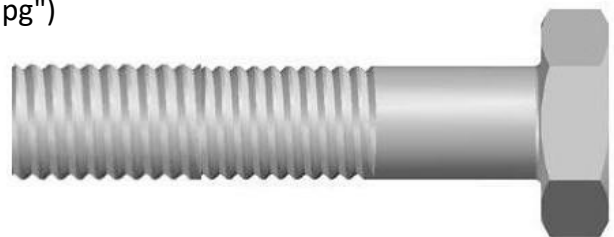


```
local backgroundMusic = audio.loadStream( "JP.mp3" )  
audio.play(backgroundMusic,{ channel=1, loops=-1 })  
audio.setVolume( 0.8 , {channel=1})  
https://www.youtube.com/watch?v=owC66LIBObg (音樂)
```

```
local ground1 = display.newImage( "ground1.jpg")  
ground1.x = display.contentCenterX-250  
ground1.y = display.contentCenterY -100
```



```
local ground2 = display.newImage( "ground2.jpg")  
ground2.x = display.contentCenterX+250  
ground2.y = display.contentCenterY -100
```



```

if event.other.type == "ball" == "ground1" then
    Total1 = Total1 + 1
    ScoreText1 = Total1
if event.other.type == "ball" == "ground2" then
    Total2 = Total2 + 1
    ScoreText2 = Total2
Elseif Total1 = 10 or Total2=10 then
    gameState="Gameover"
    restartGame(gameState)
end
end -----計分

```

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預計畫面

