遊戲製作期末專題 第五組

遊戲名稱: 機械版沙灘排球

function dragPaddle(e)

if(e.phase == "began") then--板子的初始位置
lastX = e.x - paddle.x--板子只有左右移動,只改變 x 值
elseif(e.phase == "moved") then--板子移動中的位置
paddle.x = e.x - lastX



end

end 應日 3A 0432003 吳柏賢

local background = display.newImage("back.jpg")
background.x = display.contentCenterX
background.y = display.contentCenterY



local background2 = display.newImage("pole.jpg")
background2.x = display.contentCenterX
background2.y = display.contentCenterY -50

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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

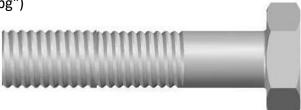
ground1.y = display.contentCenterY -100



local ground2 = display.newImage("ground2.jpg")

ground 2.x = display.content Center X + 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

