

```

#include "TitleScene.h"
#include "InputControl.h"
#include "SceneManager.h"
#include "DxLib.h"

/*****
 * マクロ定義
 *****/

/*****
 * 型定義
 *****/
enum
{
    E_TITLE_BGM,
    E_TITLE_SE_CURSOR,
    E_TITLE_SE_SELECT,
    E_SOUND_MAX
};

/*****
 * グローバル変数宣言
 *****/
int cursor_number;
int sounds[E_SOUND_MAX];

/*****
 * プロトタイプ宣言
 *****/

/*****
 * タイトル画面：初期化处理
 * 引 数：なし
 * 戻り値：エラー情報(-1:異常有, -1以外:正常終了)
 *****/
int TitleScene_Initialize(void)
{
    int ret = 0;

    cursor_number = 0;

    sounds[E_TITLE_BGM] = LoadSoundMem("sounds/BGM041.ogg");
    sounds[E_TITLE_SE_CURSOR] = LoadSoundMem("sounds/SE1.mp3");
    sounds[E_TITLE_SE_SELECT] = LoadSoundMem("sounds/SE2.mp3");

    ChangeVolumeSoundMem(120, sounds[E_TITLE_SE_CURSOR]);
    ChangeVolumeSoundMem(80, sounds[E_TITLE_SE_SELECT]);

```

```

for (int i = 0; i < E_SOUND_MAX; i++)
{
    if (sounds[i] == -1)
    {
        ret = -1;
        break;
    }
}
return ret;
}

```

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/*****

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* タイトル画面：更新処理

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```

* 引 数：なし

```

```

* 戻り値：なし

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*****/

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void TitleScene_Update(void)

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{

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    // BGMが流れてない時に再生

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    if (CheckSoundMem(sounds[E_TITLE_BGM]) != TRUE)

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    {
        PlaySoundMem(sounds[E_TITLE_BGM], DX_PLAYTYPE_BACK, FALSE);
    }

```

```

    if (GetButtonDown(XINPUT_BUTTON_B) == TRUE)

```

```

    {
        StopSoundMem(sounds[E_TITLE_BGM]);
        PlaySoundMem(sounds[E_TITLE_SE_SELECT], DX_PLAYTYPE_BACK, FALSE);
        switch (cursor_number)
        {
            case 0:
                Change_Scene(E_GAMEMAIN);
                break;
            case 1:
                Change_Scene(E_RANKING);
                break;
            case 2:
            default:
                Change_Scene(E_END);
                break;
        }
    }
}

```

```

    if (GetButtonDown(XINPUT_BUTTON_DPAD_UP) == TRUE)

```

```

{
    PlaySoundMem(sounds[E_TITLE_SE_CURSOR], DX_PLAYTYPE_NORMAL, FALSE);
    if (cursor_number <= 0)
    {
        cursor_number = 0;
    }
    else
    {
        cursor_number--;
    }
}
if (GetButtonUp(XINPUT_BUTTON_DPAD_DOWN) == TRUE)
{
    PlaySoundMem(sounds[E_TITLE_SE_CURSOR], DX_PLAYTYPE_NORMAL, FALSE);
    if (cursor_number >= 2)
    {
        cursor_number = 2;
    }
    else
    {
        cursor_number++;
    }
}
}

```

```

/*****

```

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* タイトル画面：描画処理

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```

* 引 数：なし

```

```

* 戻り値：なし

```

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*****/

```

```

void TitleScene_Draw(void)

```

```

{
    SetFontSize(50);
    DrawString(100, 100, "テトリス", GetColor(255, 255, 255));
    DrawString(300, 300, "スタート", GetColor(255, 255, 255));
    DrawString(300, 350, "ランキング", GetColor(255, 255, 255));
    DrawString(300, 400, "エンド", GetColor(255, 255, 255));
    SetFontSize(20);

    DrawCircle(275, 325 + (cursor_number * 50), 15, GetColor(255, 0, 0));
}

```