

```
#include <cmath>
#include "DxLib.h"
#include "GameCommon.h"
#include "SceneManager.h"
#include "TimeLimit.h"

TimeLimit::TimeLimit(SceneManager* manager)
{
    mSceneManager = manager;
}

void TimeLimit::Start(float sec)
{
    mLimitTime = sec;
}

void TimeLimit::Update(void)
{
    // mLimitTimeを減らしていく
    mLimitTime -= mSceneManager->GetDeltaTime();
    if (mLimitTime < 0)
    {
        mLimitTime = 0;
    }
}

void TimeLimit::Draw(void)
{
    int x2 = SCREEN_SIZE_X - BLOCK_SIZE;
    int width = 200;

    DrawBox(x2 - width, 10, x2, 60, 0x000000, true);

    float time = mLimitTime;
    int color = 0x1e90ff;
    if (time < 30.0f)
    {
        color = 0xff6347;

        // サイレン
        // sin(time)                ⇒ (-1.0~ 1.0)
        // sin(time) + 1.0f          ⇒ ( 0.0~ 2.0)
        // (sin(time) + 1.0f) * 0.5 ⇒ ( 0.0~ 1.0)
        float alpha = (sin(time * 5.0f) + 1.0f) * 0.5f;
        alpha = alpha * 130.0f;
    }
}
```

```
        SetDrawBlendMode(DX_BLENDMODE_ALPHA, alpha);
        DrawBox(0, 0, SCREEN_SIZE_X, SCREEN_SIZE_Y, 0xaa0000, true);
        SetDrawBlendMode(DX_BLENDMODE_NOBLEND, 0);

    }
    SetFontSize(32);
    DrawFormatString(850, 20, color, "%5.2f", time);

}

bool TimeLimit::IsTimeOver(void)
{
    return mLimitTime <= 0;
}
```