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#include "DxLib.h"
#include "Fader.h"
#include "TitleScene.h"
#include "GameScene.h"
#include "GameOverScene.h"
#include "SceneManager.h"

void SceneManager::Init()
{
    mSceneID = SCENE_ID::TITLE;
    mWaitSceneID = SCENE_ID::NONE;

    mFader = new Fader();
    mFader->Init();

    mScene = new TitleScene(this);
    mScene->Init();

    mIsSceneChanging = false;

    // デルタタイム
    mTickCount = GetTickCount64();
}

void SceneManager::Update(void)
{
    if (mScene == nullptr)
    {
        return;
    }

    float tickCount = GetTickCount64();
    // ミリ秒 → 秒
    mDeltaTime = (tickCount - mTickCount) / 1000.0f;
    mTickCount = tickCount;

    mFader->Update();
    if (mIsSceneChanging)
    {
        Fader::FADE_STATE fState = mFader->GetState();
        switch (fState)
        {
        {
        case Fader::FADE_STATE::FADE_IN:
            if (mFader->IsEnd())
            {

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        mFader->SetFade(Fader::FADE_STATE::NONE);
        mIsSceneChanging = false;
    }
    break;
case Fader::FADE_STATE::FADE_OUT:
    if (mFader->IsEnd())
    {
        DoChangeScene();
        mFader->SetFade(Fader::FADE_STATE::FADE_IN);
    }
    break;
default:
    break;
}
}
else
{
    mScene->Update();
}

mScene->Draw();

}

void SceneManager::Release(void)
{
    mScene->Release();
}

void SceneManager::ChangeScene(SCENE_ID nextId, bool isFading)
{
    mWaitSceneID = nextId;

    if (isFading)
    {
        mFader->SetFade(Fader::FADE_STATE::FADE_OUT);
        mIsSceneChanging = true;
    }
    else
    {
        DoChangeScene();
    }
}

float SceneManager::GetDeltaTime(void)
{
    return mDeltaTime;
}
```

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}

void SceneManager::DoChangeScene(void)
{
    mScene->Release();

    mSceneID = mWaitSceneID;

    switch (mSceneID)
    {
    case SCENE_ID::TITLE:
        mScene = new TitleScene(this);
        break;
    case SCENE_ID::GAME:
        mScene = new GameScene(this);
        break;
    case SCENE_ID::GAMEOVER:
        mScene = new GameoverScene(this);
        break;
    default:
        break;
    }

    mScene->Init();

    mWaitSceneID = SCENE_ID::NONE;
}
```