

MERRY CHRISTMAS SANTA ESCAPE





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주인공 : 산타

**목표 : 크리스마스에
아이에게 줄 선물을
들키지 않고 배달하기**

대중성 + 역발상

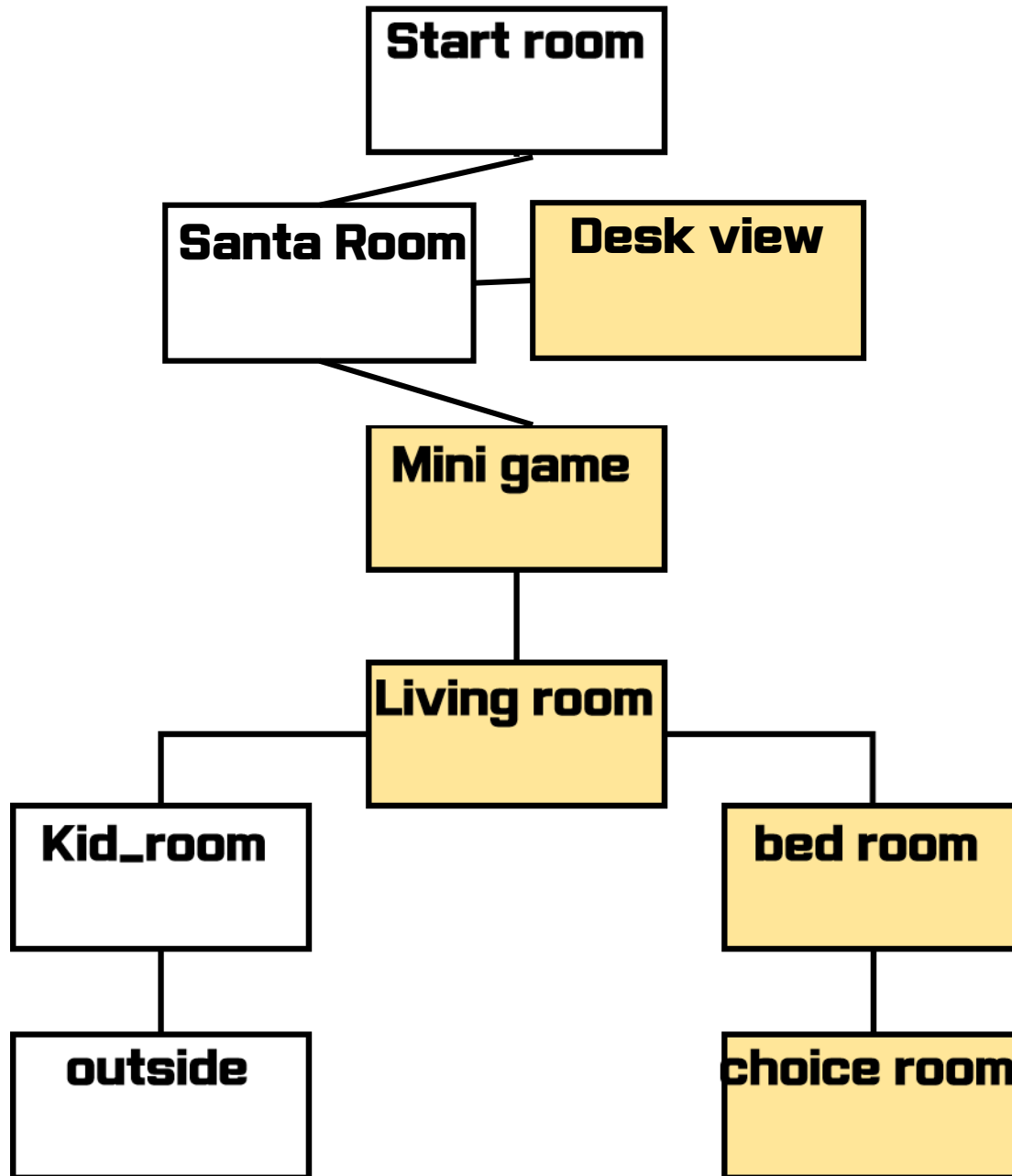
귀여운 그래픽

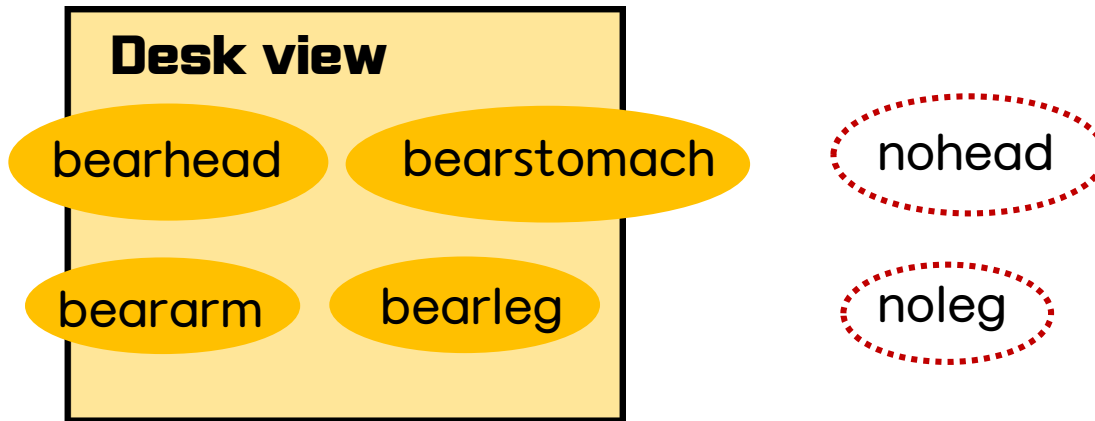
이야기 전개의 다양성



**쉽고 재밌음
But 함정이 있다**
(like 개복치)

게임 코드 설명





//폼인형 조합

```
DeskView.noleg =new Object(DeskView, 'noleg', 'noleg.png')
```

```
DeskView.noleg.hide()
```

```
DeskView.nohead =new Object(DeskView, 'nohead', 'nohead.png')
```

```
DeskView.nohead.hide()
```

```
Game.combination(DeskView.beararm, DeskView.bearstomach, DeskView.noleg)
```

```
Game.combination(DeskView.noleg, DeskView.bearleg, DeskView.nohead)
```

```
Game.combination(DeskView.nohead, DeskView.bearhead, SantaRoom.teddybear)
```

```
Game.combination(SantaRoom.post2, SantaRoom.post3, SantaRoom.post)
```

Mini game

santa

button

```
var santaX = 250
var santaY = 170
var i = 0
var cnt = 0

Minigame.santa = new Object(Minigame, 'santa', '산타썰매.png')
Minigame.santa.resize(300)
Minigame.santa.locate(santaX, 170)

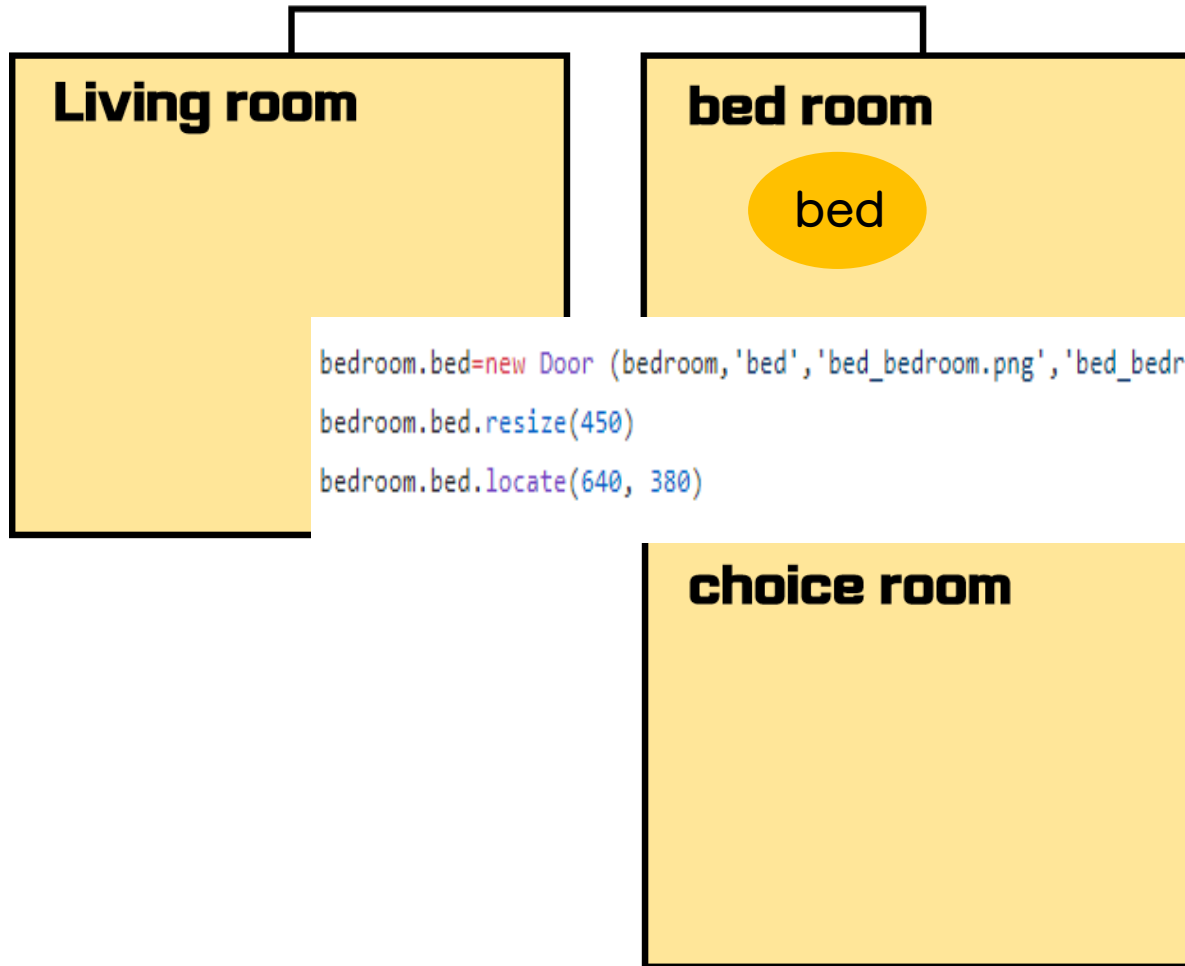
Minigame.button = new Object(Minigame, 'button', '버튼.png')
Minigame.button.resize(150)
Minigame.button.locate(650, 620)
Minigame.button.onClick = function () {
    cnt++
    if (cnt == 1){
        game.setTimer(10, 1, "초")
        game.setGameOverMessage("너무 늦어서 12월 26일이 되어버렸다...")
    }
    else {
        i += 20
        Minigame.santa.locate(santaX + i, santaY)
        if (Minigame.santa.getX() > 1280) {
            Game.move(Town)
            game.hideTimer()
        }
    }
}
```

Living room

tool 1~8

```
/* 트리 장식 */  
// 드래그 모션 direction - Up, Down, Left, Right  
Livingroom.tool1 = new Object(Livingroom, 'tool1', '장식1.png')  
Livingroom.tool1.resize(100)  
Livingroom.tool1.locate(350, 600)  
Livingroom.tool1.onDrag = function (direction) {  
    if (direction == "Up") {  
        Livingroom.tool1.locate(820, 320)  
        tool++  
    }  
}
```

게임 코드 설명



```
bedroom.bed=new Door (bedroom,'bed','bed_bedroom.png','bed_bedroom.png',choiceroom)  
bedroom.bed.resize(450)  
bedroom.bed.locate(640, 380)
```


게임 코드 설명

```
choiceroom.choice1 = new Object(choiceroom, 'choice1', 'choice1.png')
choiceroom.choice1.resize(500)
choiceroom.choice1.locate(640,300)
choiceroom.choice1.onClick = function() {
    Game.move(choiceroom1)
    game.setTimer(5, 1, "초")
    playSound('scream.wav')
}
```

```
choiceroom.choice2 = new Object(choiceroom, 'choice2', 'choice2.png')
choiceroom.choice2.resize(500)
choiceroom.choice2.locate(640,400)
choiceroom.choice2.onClick = function() {
    Game.move(choiceroom2)
    game.setTimer(5, 1, "초")
    playSound('police.wav')
}
```

bed room

choice room

choice 1~3

방 설명



시작화면

Santa Escape

START

산타방

SantaRoom

설매이동

Minigame

아이방

kid_room

부모님방

bedroom

거실

Livingroom



THANK YOU SO MUCH