如果要开始游戏,先运行 climb.R 以爬取歌曲名称,结果可能会因为网站更新有所调整.

然后先运行 game.R 中的 dictionary 部分,在这里可以检查所有英文日文符号和变量名的对应关系,例如 en_n 对应的是英文 n,jp_i 对应的是日文平假片假和大小いイぃィ.

然后设置 n 为要猜多少首歌,例如要猜 10 首的话请设置 n=10.

接下来请运行 start_game()函数和 game_process()函数,到这里就可以开始游戏了.

依次运行代码

game = start_game(n)

game_song = game$game_song;game_song
quiz = game$quiz;quiz
quiz_song = game$quiz_song;quiz_song
quiz_song_len = game$quiz_song_len;quiz_song_len

as.matrix(quiz,ncol=1)

在最后的输出里可以看到谜面, 例如:

```
 [1,] "8 ********"
 [2,] "10 **********"
 [3,] "3 ***"
 [4,] "4 ****"
 [5,] "14 **************"
 [6,] "8 ********"
 [7,] "2 **"
 [8,] "1 *"
 [9,] "2 **"
[10,] "7 *******"
```

然后请点击#first round 里的代码,其中 letter = yanyin 代表第一个开出的字符是日语中的长音符.

as.matrix(game_process(clear_num = NULL, letter = letter , game_song = game_song , quiz_song = quiz_song , quiz_song_len = quiz_song_len),ncol=1)

as.matrix(game_song,ncol = 1)

在输出中可以看到第一轮的结果:

```
 [1,] "8 ********"
 [2,] "10 **********"
 [3,] "3 ***"
 [4,] "4 ****"
 [5,] "14 **************"
 [6,] "8 ***一****"
 [7,] "2 **"
 [8,] "1 *"
 [9,] "2 **"
[10,] "7 *******"
```

正确答案就在下方方便对照:

```
 [1,] "ボッカデラベリタ"
 [2,] "ontherocks"
```

[3,] "キティ"
　[4,] "ヒビカセ"
　[5,] "HappyHalloween"
　[6,] "星空オーケストラ"
　[7,] "テオ"
　[8,] "街"
　[9,] "相生"
[10,] "ONESELF"

进入第二轮请运行#rounds 中的代码,在 letter = c(letter，chi)括号中第二个位置输入第二轮被开的字符,这里是平假名和片假名的 chi(也可以一次性输入多个被开字符)

需要额外注意的是在 as.matrix(game_process(clear_num = NULL, letter = letter，game_song = game_song，quiz_song = quiz_song，quiz_song_len = quiz_song_len),ncol=1)中,

如果没有被猜中的曲目需要把 clear_num 设置为 NULL(clear_num = NULL),被猜中的歌曲序号请 clear_num = c()括号中用逗号分隔开来.

已开字符:

一ちチ

谜面:
　[1,] "8 ********"
　[2,] "10 **********"
　[3,] "3 ***"
　[4,] "4 ****"
　[5,] "14 **************"
　[6,] "8 ***一****"
　[7,] "2 **"
　[8,] "1 *"
　[9,] "2 **"
[10,] "7 *******"

正确答案:
　[1,] "ボッカデラベリタ"
　[2,] "ontherocks"
　[3,] "キティ"
　[4,] "ヒビカセ"
　[5,] "HappyHalloween"
　[6,] "星空オーケストラ"
　[7,] "テオ"
　[8,] "街"
　[9,] "相生"
[10,] "ONESELF"

开 o

```
letter = c(letter，o)

as.name(str_c(letter,collapse = ""))
as.matrix(game_process(clear_num = NULL, letter = letter，game_song = game_song，quiz_song = quiz_song，quiz_song_len = quiz_song_len),ncol=1)
```

as.matrix(game_song,ncol = 1)
已开字符:
一ちチ oO
谜面:
 [1,] "8 ********"
 [2,] "10 o*****o***"
 [3,] "3 ***"
 [4,] "4 ****"
 [5,] "14 *********o****"
 [6,] "8 ***一****"
 [7,] "2 **"
 [8,] "1 *"
 [9,] "2 **"
[10,] "7 O******"
正确答案:
 [1,] "ボッカデラベリタ"
 [2,] "ontherocks"
 [3,] "キティ"
 [4,] "ヒビカセ"
 [5,] "HappyHalloween"
 [6,] "星空オーケストラ"
 [7,] "テオ"
 [8,] "街"
 [9,] "相生"
[10,] "ONESELF"
开 te,且 2 已被猜出
letter = c(letter , te)

as.name(str_c(letter,collapse = ""))
as.matrix(game_process(clear_num = NULL, letter = letter , game_song = game_song , quiz_song = quiz_song , quiz_song_len = quiz_song_len),ncol=1)
as.matrix(game_song,ncol = 1)
已开字符:
一ちチ oO てテ
谜面:
 [1,] "8 ********"
 [2,] "10 ontherocks"
 [3,] "3 *テ*"
 [4,] "4 ****"
 [5,] "14 *********o****"
 [6,] "8 ***一****"
 [7,] "2 テ*"
 [8,] "1 *"
 [9,] "2 **"

[10,] "7 O******"
正确答案:
  [1,] "ボッカデラベリタ"
  [2,] "ontherocks"
  [3,] "キティ"
  [4,] "ヒビカセ"
  [5,] "HappyHalloween"
  [6,] "星空オーケストラ"
  [7,] "テオ"
  [8,] "街"
  [9,] "相生"
[10,] "ONESELF"
重复运行直至所有歌名都开出.

目前已经发现的 bug:
在 letter = c(letter ,)中不能添加 letter = c(letter , "?")会导致谜面不能正常出现,部分歌名中含有?,如どんな結末がお望みだい?