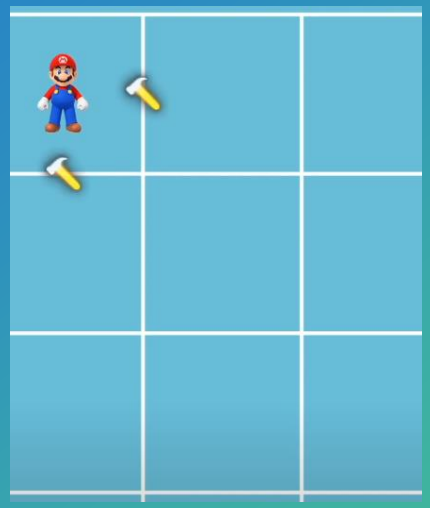
迷宫

吴文杰

CSS
HTML

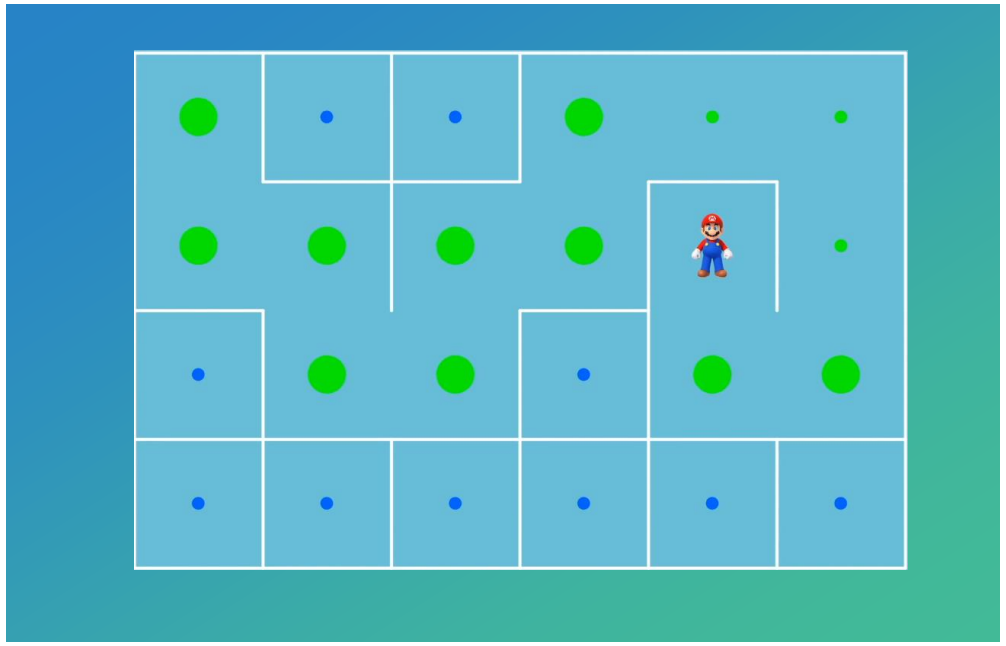
JavaScript

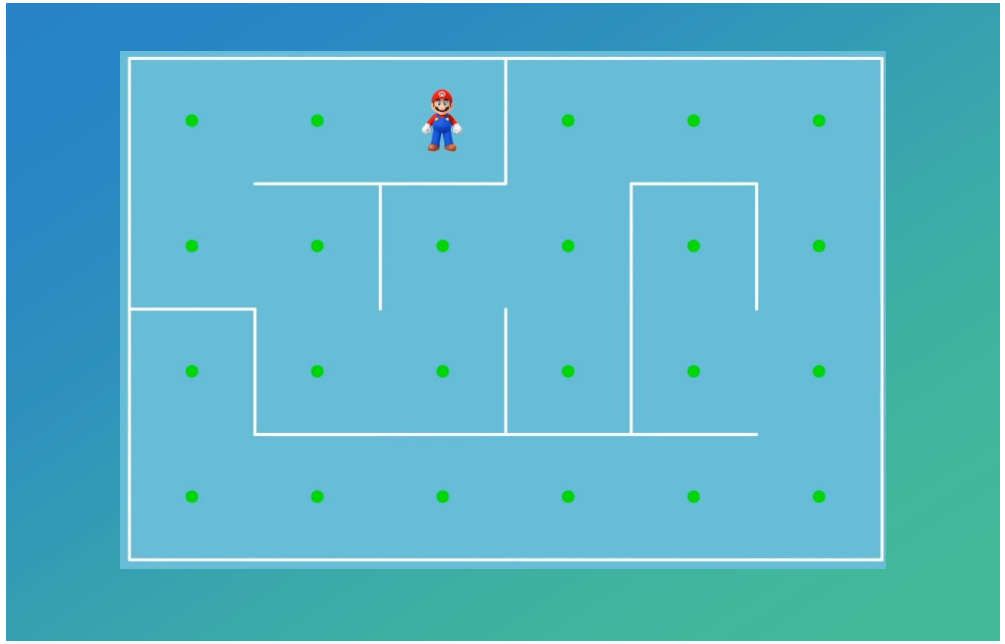
jQuery



生成迷宮

- 當隔壁的格子沒去過才能砸牆





- 無牆可砸時回到回到過去走過的點
- 每一個房間都要到達一次

移動判斷

```
var yourhero = {
    body: { x: 2, y: 2 }
}
```

- Canvas 的方向
- AddEventListener 監聽的事件

```
Array(31)
0: (31) [9, 9, 9, 9, 9, 9, 9, 9, 9, 9, 9, 9, 9, 9, 9, 9, 9, 9, 9, 9, 9, 9, 9, 9, 9, 9, 9, 9, 9, 9, 9]
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3: (31) [9, 9, 0, 9, 0, 9, 9, 9, 9, 9, 0, 9, 9, 9, 9, 9, 9, 9, 9, 9, 9, 0, 9, 9, 9, 0, 9, 0, 9, 0, 9]
4: (31) [9, 9, 0, 9, 0, 9, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 9, 0, 9, 0, 0, 0, 0, 0, 9, 0, 0, 0, 9, 0, 9]
5: (31) [9, 9, 0, 9, 0, 9, 0, 9, 0, 9, 9, 9, 9, 9, 9, 9, 9, 0, 9, 0, 9, 9, 9, 9, 9, 9, 9, 0, 9, 9, 9]
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13: (31) [9, 9, 0, 9, 9, 9, 9, 9, 0, 9, 0, 9, 9, 9, 0, 9, 9, 9, 0, 9, 0, 9, 9, 9, 0, 9, 9, 9, 9, 9, 9]
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15: (31) [9, 9, 0, 9, 0, 9, 0, 9, 0, 9, 0, 9, 0, 9, 0, 9, 0, 9, 0, 9, 0, 9, 0, 9, 0, 9, 9, 9, 9, 9, 9]
16: (31) [9, 9, 0, 9, 0, 0, 0, 9, 0, 9, 0, 9, 0, 9, 0, 9, 0, 9, 0, 9, 0, 9, 0, 9, 0, 0, 0, 0, 0, 9, 9]
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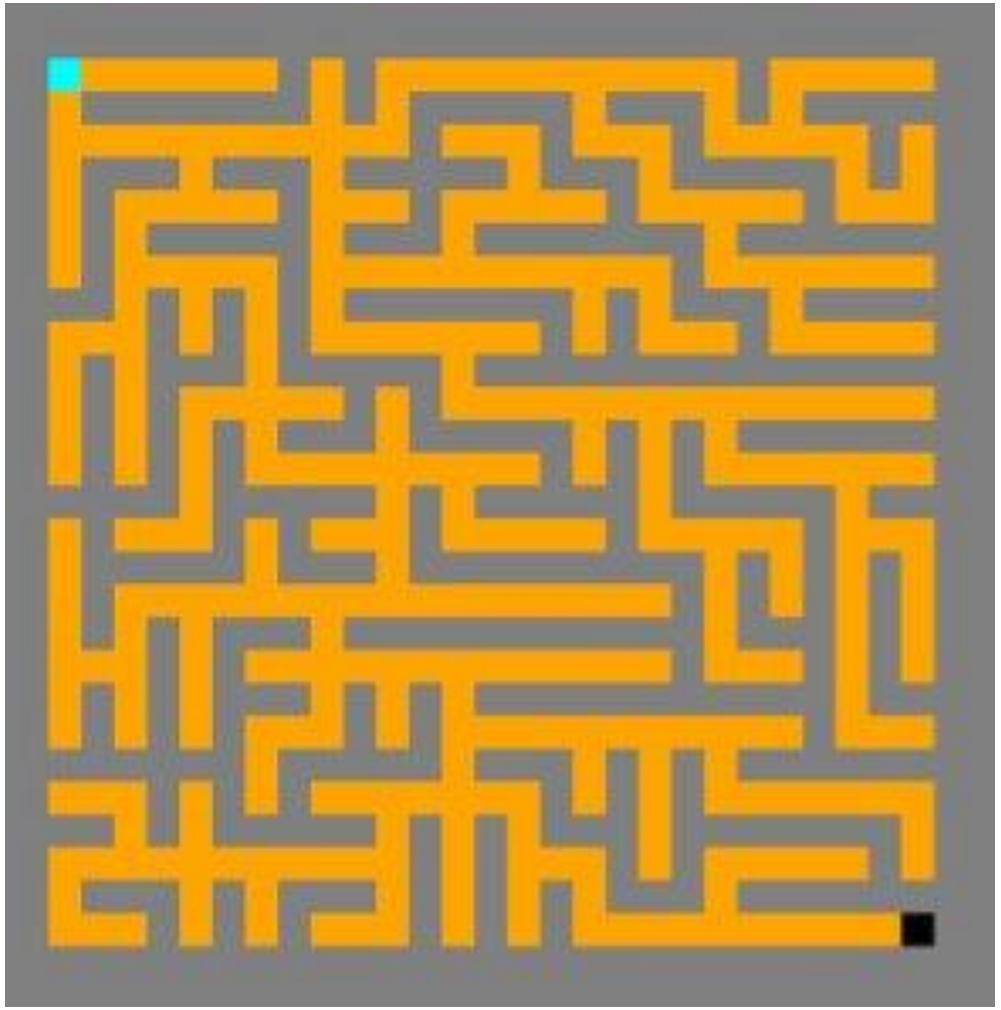

自動走迷宮

- 依序判斷右左下上是否有路可以走
- 當無路可走時退後

謝謝各位的聆聽