Kmolgame 範例實作

先存取老師的範例資料

📁 ansic_python3_test	2018/10/6 下午 0...	檔案資料夾	
📁 bg9	2018/11/26 下午 ...	檔案資料夾	
📁 finalproject-bgx	2018/11/26 下午 ...	檔案資料夾	
📁 kmolgame	2018/12/3 下午 0...	檔案資料夾	

以 leo 開啟範例資料夾
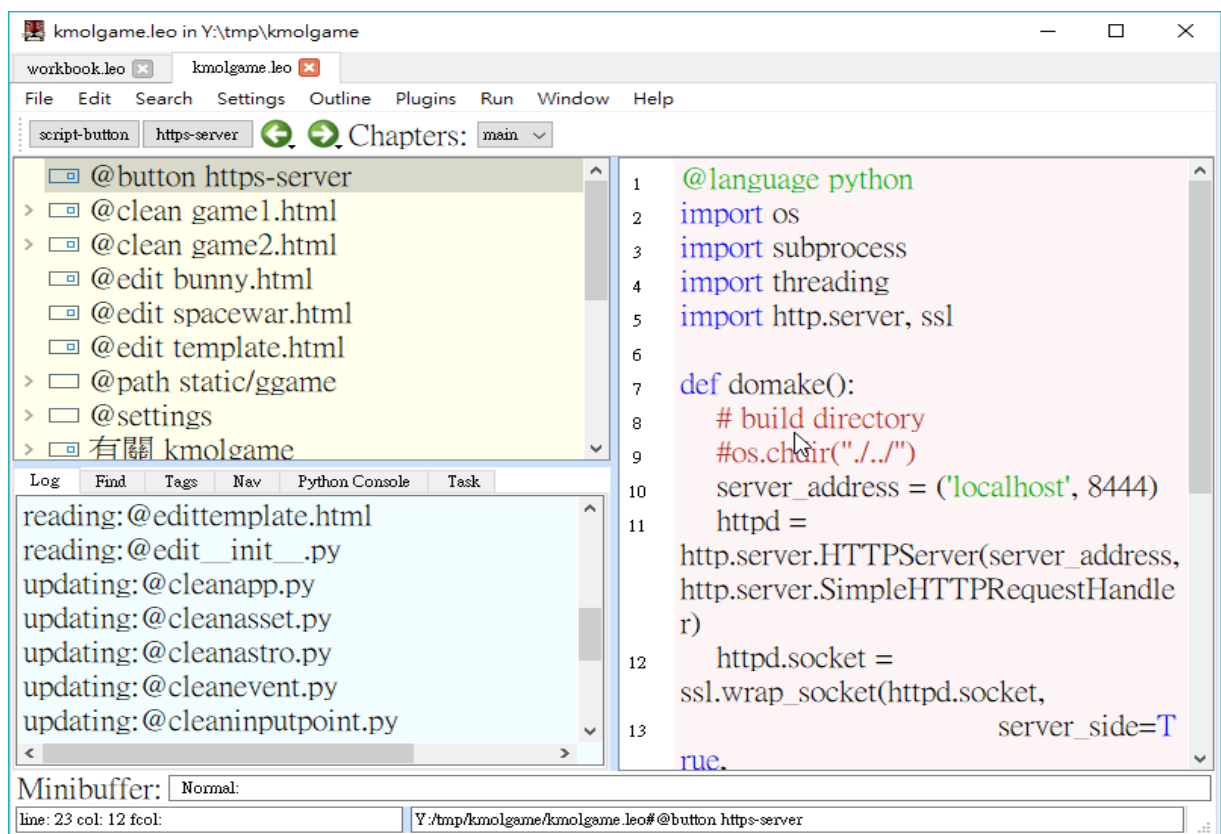
要讓遊戲運行必須刪除'''

```python
@language python
'''
# example 1
# 從 ggame 目錄中, 導入 App, ImageAsset 與 Sprite 模組
from ggame import (
    App,
    ImageAsset,
    Sprite,
    LineAsset,
    LineStyle,
    Color
)
# Create a displayed object at 100,100 using an image asset
Sprite(ImageAsset("images/bunny.png"), (100,100))
Sprite(ImageAsset("images/bunny.png"), (200,100))
Sprite(ImageAsset("images/bunny.png"), (300,100))
Sprite(ImageAsset("images/bunny.png"), (400,100))
Sprite(ImageAsset("images/bunny.png"), (500,100))
# Create the app, with a default stage
app = App()
# Run the app
app.run()
'''
```

刪除後開啟結果
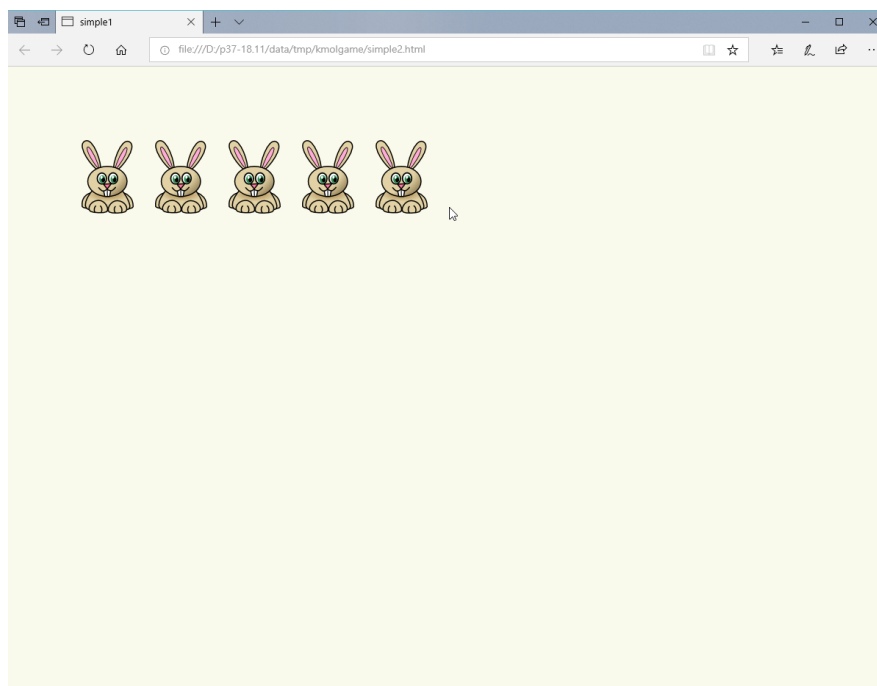
下圖紅線部分為存取圖檔的位置，格式為**.png** 檔

```python
61
62  # define colors and line style
63  green = Color(0x00ff00, 1)
64  black = Color(0, 1)
65  noline = LineStyle(0, black)
66  # a rectangle asset and sprite to use as background
67  bg_asset = RectangleAsset(myapp.width, myapp.height, noline, green)
68  bg = Sprite(bg_asset, (0,0))
69
70  # Now display a rectangle
71  Sprite(rectangle)
72
73  # A ball! This is already in the ggame-tutorials repository
74  ball_asset = ImageAsset("images/orb-150545_640.png")
75  ball = Sprite(ball_asset, (0, 0))
76  # Original image is too big. Scale it to 1/10 its original size
77  ball.scale = 0.1
78  # custom attributes
79  ball.direction = 10
80  ball.go = True
81
82  myapp.run(step)
83
```

以上為範例一

範例二

```python
# example 2
from ggame import (
    App,
    Color,
    LineStyle,
    Sprite,
    RectangleAsset,
    ImageAsset,
    CircleAsset,
    EllipseAsset,
    PolygonAsset,
)

# reverse - change the ball direction
def reverse(b):
    b.direction *= -1

# Set up function for handling screen refresh
def step():
    if ball.go:
        ball.x += ball.direction
        if ball.x + ball.width > myapp.width or ball.x < 0:
            ball.x -= ball.direction
            reverse(ball)

myapp = App()

# Three primary colors with no transparency (alpha = 1.0)
red = Color(0xff0000, 1.0)
green = Color(0x00ff00, 1.0)
blue = Color(0x0000ff, 1.0)
black = Color(0x000000, 1.0)
```

```
# Define a line style that is a thin (1 pixel) wide black line
thinline = LineStyle(1, black)
# A graphics asset that represents a rectangle
rectangle = RectangleAsset(50, 20, thinline, blue)

# define colors and line style
green = Color(0x00ff00, 1)
black = Color(0, 1)
noline = LineStyle(0, black)
# a rectangle asset and sprite to use as background
bg_asset = RectangleAsset(myapp.width, myapp.height, noline, green)
bg = Sprite(bg_asset, (0,0))

# Now display a rectangle
Sprite(rectangle)

# A ball! This is already in the ggame-tutorials repository
ball_asset = ImageAsset("images/orb-150545_640.png")
ball = Sprite(ball_asset, (0, 0))
# Original image is too big. Scale it to 1/10 its original size
ball.scale = 0.1
# custom attributes
ball.direction = 10
ball.go = True

myapp.run(step)
```
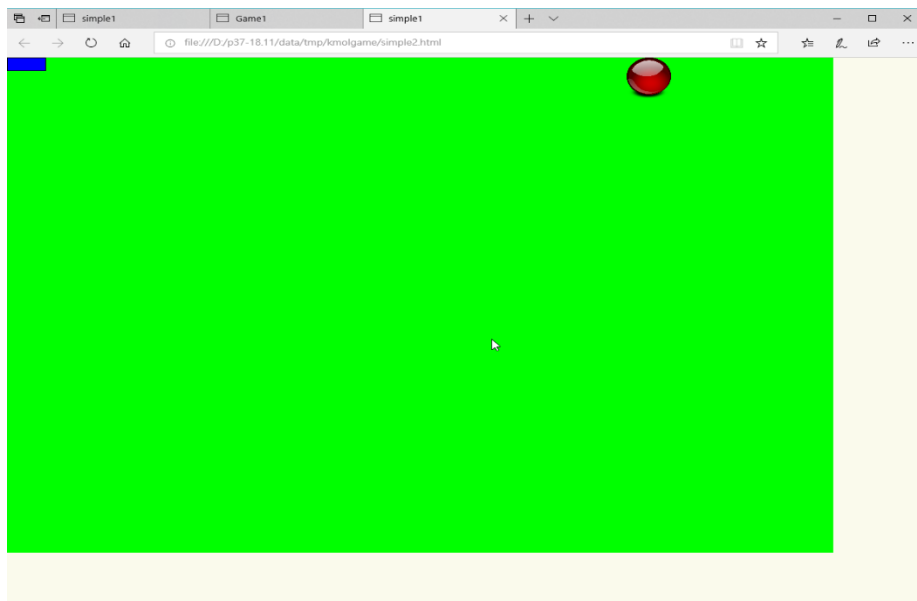
執行後如下圖

遊戲內容控制可由畫線處調整

```
49   myapp = App()
50
51   # Three primary colors with no transparency (alpha = 1.0)
52   red = Color(0xff0000, 1.0)
53   green = Color(0x00ff00, 1.0)
54   blue = Color(0x0000ff, 1.0)
55   black = Color(0x000000, 1.0)
56
57   # Define a line style that is a thin (1 pixel) wide black line
58   thinline = LineStyle(1, black)
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```