

②エイリアンが攻めてきた

```
1 # encoding: utf-8
2
3 require 'sdl'
4 require 'image'
5
6 SCREEN_W = 640
7 SCREEN_H = 480
8 BOTTOM = 410
9
10 SDL.init(SDL::INIT_EVERYTHING)
11 SDL::TTF.init
12 screen = SDL.set_video_mode(SCREEN_W, SCREEN_H, 16, SDL::SWSURFACE)
13
14
15 gun = Gun.new(screen)
16 ufo = Ufo.new(screen)
17
18 en1 = Enemy.new(screen, 30, ufo)
19 en1.speed = 0.3
20
21
22 ufo.hp = SCREEN_W - 100
23 you.hp = SCREEN_W - 100
24
25 font = SDL::TTF.open('font/ehsmb.ttf', 20)
26
27 loop do
28   while event=SDL::Event2.poll
29     case event
30       when SDL::Event2::Quit
31         exit
32       when SDL::Event2::KeyDown
33         exit if event.sym == SDL::Key::ESCAPE
34       end
35     end
36
37     # 大砲を動かす
38     SDL::Key.scan
39     if SDL::Key.press?(SDL::Key::LEFT)
40       gun.x -= 2
41     end
42     if SDL::Key.press?(SDL::Key::RIGHT)
43       gun.x += 2
44     end
45
46     if gun.x < 0
47       gun.x = 0
48     end
49     if gun.x >= SCREEN_W - 100
50       gun.x = SCREEN_W - 100
51     end
52
53     # エイリアンを落とす
54     if en1.y > BOTTOM - en1.h
55       ufo.x = rand(SCREEN_W - ufo.w)
56       en1.reset(30)
57       en1.speed = 0.3
58     end
59     en1.y += en1.speed
60
61     # エイリアンが大砲に当たったか
62
63
64     # ゲームウィンドウを表示する
65     screen.fill_rect(0, 0, SCREEN_W, BOTTOM, [46, 41, 48])
66     screen.fill_rect(0, BOTTOM, SCREEN_W, SCREEN_H-BOTTOM, [0, 0, 0])
67
68     # HPを表示する
69
70
71     # キャラクターを表示する
72     gun.put
73     ufo.put
74     en1.put
75
76     screen.update_rect(0, 0, 0, 0)
```

```
77 end
78
79
80 # ゲームオーバーを表示する
81 font = SDL::TTF.open('font/ehsmb.ttf', 50)
82 if you_hp <= 0
83   screen.fill_rect(0, 0, SCREEN_W, SCREEN_H, [255, 0, 0])
84   font.draw_solid_utf8(screen, "GAME OVER..", 150, 200, 0, 0, 0)
85 elsif ufo_hp <= 0
86   screen.fill_rect(0, 0, SCREEN_W, SCREEN_H, [255, 255, 0])
87   font.draw_solid_utf8(screen, "MISSION CLEAR!!", 100, 200, 0, 0, 0)
88 end
89 screen.update_rect(0, 0, 0, 0)
90
91
92 sleep(3)
93 exit
```