

```

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
39
40     # エイリアンを落とす
41
42
43     # エイリアンが大砲に当たったか
44
45
46     # ゲームウィンドウを表示する
47     screen.fill_rect(0, 0, SCREEN_W, BOTTOM, [46, 41, 48])
48     screen.fill_rect(0, BOTTOM, SCREEN_W, SCREEN_H-BOTTOM, [0, 0, 0])
49
50     # HPを表示する
51
52
53     # キャラクターを表示する
54     gun.put
55     ufo.put
56     en1.put
57
58     screen.update_rect(0, 0, 0, 0)
59   end
60
61
62   # ゲームオーバーを表示する
63   font = SDL::TTF.open('font/ehsmb.ttf', 50)
64   if you_hp <= 0
65     screen.fill_rect(0, 0, SCREEN_W, SCREEN_H, [255, 0, 0])
66     font.draw_solid_utf8(screen, "GAME OVER...", 150, 200, 0, 0, 0)
67   elsif ufo_hp <= 0
68     screen.fill_rect(0, 0, SCREEN_W, SCREEN_H, [255, 255, 0])
69     font.draw_solid_utf8(screen, "MISSION CLEAR!!", 100, 200, 0, 0, 0)
70   end
71   screen.update_rect(0, 0, 0, 0)
72
73
74   sleep(3)
75   exit

```