

④エイリアンが増えてきた

```
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 en2 = Enemy.new(screen, 140, ufo)
21 en2.speed = 0.5
22
23 ufo.hp = SCREEN_W - 100
24 you.hp = SCREEN_W - 100
25
26 font = SDL::TTF.open('font/ehsmb.ttf', 20)
27
28 loop do
29   while event=SDL::Event2.poll
30     case event
31       when SDL::Event2::Quit
32         exit
33       when SDL::Event2::KeyDown
34         exit if event.sym == SDL::Key::ESCAPE
35       end
36     end
37
38     # 大砲を動かす
39     SDL::Key.scan
40     if SDL::Key.press?(SDL::Key::LEFT)
41       gun.x -= 2
42     end
43     if SDL::Key.press?(SDL::Key::RIGHT)
44       gun.x += 2
45     end
46
47     if gun.x < 0
48       gun.x = 0
49     end
50     if gun.x >= SCREEN_W - 100
51       gun.x = SCREEN_W - 100
52     end
53
54     # エイリアンを落とす
55     if en1.y > BOTTOM - en1.h
56       ufo.x = rand(SCREEN_W - ufo.w)
57       en1.reset(30)
58       en1.speed = 0.3
59     end
60     en1.y += en1.speed
61
62     # エイリアン2を落とす
63     if en2.y > BOTTOM - en2.h
64       ufo.x = rand(SCREEN_W - ufo.w)
65       en2.reset(140)
66       en2.speed = 0.5
67     end
68     en2.y += en2.speed
69
70     # エイリアンが大砲に当たったか
71     if en1.hit(gun, 30)
72       you.hp -= 40
73       ufo.x = rand(SCREEN_W - ufo.w)
74       en1.reset(30)
75       en1.speed = 0.3
76     end
```

```

77 break if you_hp <= 0
78
79 # エイリアン2が大砲に当たったか
80 if en2.hit(gun, 30)
81     you_hp -= 80
82     ufo.x = rand(SCREEN_W - ufo.w)
83     en2.reset(140)
84     en2.speed = 0.5
85 end
86 break if you_hp <= 0
87
88 # ゲームウィンドウを表示する
89 screen.fill_rect(0, 0, SCREEN_W, BOTTOM, [46, 41, 48])
90 screen.fill_rect(0, BOTTOM, SCREEN_W, SCREEN_H-BOTTOM, [0, 0, 0])
91
92 # HPを表示する
93 screen.fill_rect(10, BOTTOM + 40, you_hp, 20, [255, 255, 0])
94 font.draw_solid_utf8(screen, "#{you_hp}", SCREEN_W - 80, BOTTOM + 40, 255, 255, 255)
95
96
97 # キャラクターを表示する
98 gun.put
99 ufo.put
100 en1.put
101 en2.put
102
103 screen.update_rect(0, 0, 0, 0)
104 end
105
106
107 # ゲームオーバーを表示する
108 font = SDL::TTF.open('font/ehsmb.ttf', 50)
109 if you_hp <= 0
110     screen.fill_rect(0, 0, SCREEN_W, SCREEN_H, [255, 0, 0])
111     font.draw_solid_utf8(screen, "GAME OVER...", 150, 200, 0, 0, 0)
112 elsif ufo_hp <= 0
113     screen.fill_rect(0, 0, SCREEN_W, SCREEN_H, [255, 255, 0])
114     font.draw_solid_utf8(screen, "MISSION CLEAR!!", 100, 200, 0, 0, 0)
115 end
116 screen.update_rect(0, 0, 0, 0)
117
118
119 sleep(3)
120 exit

```