

```
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
55
56     # エイリアンが大砲に当たったか
57
58
59     # ゲームウィンドウを表示する
60     screen.fill_rect(0, 0, SCREEN_W, BOTTOM, [46, 41, 48])
61     screen.fill_rect(0, BOTTOM, SCREEN_W, SCREEN_H-BOTTOM, [0, 0, 0])
62
63     # HPを表示する
64
65
66     # キャラクターを表示する
67     gun.put
68     ufo.put
69     en1.put
70
71     screen.update_rect(0, 0, 0, 0)
72   end
73
74
75   # ゲームオーバーを表示する
76   font = SDL::TTF.open('font/ehsmb.ttf', 50)
```

```
77 if you_hp <= 0
78     screen.fill_rect(0, 0, SCREEN_W, SCREEN_H, [255, 0, 0])
79     font.draw_solid_utf8(screen, "GAME OVER...", 150, 200, 0, 0, 0)
80 elsif ufo_hp <= 0
81     screen.fill_rect(0, 0, SCREEN_W, SCREEN_H, [255, 255, 0])
82     font.draw_solid_utf8(screen, "MISSION CLEAR!!", 100, 200, 0, 0, 0)
83 end
84 screen.update_rect(0, 0, 0, 0)
85
86
87 sleep(3)
88 exit
```