```ruby
 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
```