

```
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 bom = Bom.new(screen)
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     # ミサイルを発射させる
55     if SDL::Key.press?(SDL::Key::SPACE)
56       bom.launch(gun)
57       bom.speed = 0.5
58     end
59
60     if bom.y > 0
61       bom.y -= bom.speed
62     end
63
64
65     # エイリアンを落とす
66     if en1.y > BOTTOM - en1.h
67       ufo.x = rand(SCREEN_W - ufo.w)
68       en1.reset(30)
69       en1.speed = 0.3
70     end
71     en1.y += en1.speed
72
73     # エイリアン2を落とす
74     if en2.y > BOTTOM - en2.h
75       ufo.x = rand(SCREEN_W - ufo.w)
```

```

77     en2.reset(140)
78     en2.speed = 0.5
79 end
80 en2.y += en2.speed
81
82
83 # UFOがミサイルに当たったか
84 if ufo.hit(bom, 80)
85     ufo_hp -= 30
86     bom.y = -50
87 end
88 break if ufo_hp <= 0
89
90 # エイリアンが大砲に当たったか
91 if en1.hit(gun, 30)
92     you_hp -= 40
93     ufo.x = rand(SCREEN_W - ufo.w)
94     en1.reset(30)
95     en1.speed = 0.3
96 end
97 break if you_hp <= 0
98
99 # エイリアン2が大砲に当たったか
100 if en2.hit(gun, 30)
101     you_hp -= 80
102     ufo.x = rand(SCREEN_W - ufo.w)
103     en2.reset(140)
104     en2.speed = 0.5
105 end
106 break if you_hp <= 0
107
108
109 # ゲームウィンドウを表示する
110 screen.fill_rect(0, 0, SCREEN_W, BOTTOM, [46, 41, 48])
111 screen.fill_rect(0, BOTTOM, SCREEN_W, SCREEN_H-BOTTOM, [0, 0, 0])
112
113 # HPを表示する
114 screen.fill_rect(10, BOTTOM + 40, you_hp, 20, [255, 255, 0])
115 font.draw_solid_utf8(screen, "#{you_hp}", SCREEN_W - 80, BOTTOM + 40, 255, 255, 255)
116 screen.fill_rect(10, BOTTOM + 10, ufo_hp, 20, [255, 0, 0])
117 font.draw_solid_utf8(screen, "#{ufo_hp}", SCREEN_W - 80, BOTTOM + 10, 255, 255, 255)
118
119 # キャラクターを表示する
120 bom.put if bom.y > 0
121 gun.put
122 ufo.put
123 en1.put
124 en2.put
125
126 screen.update_rect(0, 0, 0, 0)
127 end
128
129
130 # ゲームオーバーを表示する
131 font = SDL::TTF.open('font/ehsmb.ttf', 50)
132 if you_hp <= 0
133     screen.fill_rect(0, 0, SCREEN_W, SCREEN_H, [255, 0, 0])
134     font.draw_solid_utf8(screen, "GAME OVER..", 150, 200, 0, 0, 0)
135 elsif ufo_hp <= 0
136     screen.fill_rect(0, 0, SCREEN_W, SCREEN_H, [255, 255, 0])
137     font.draw_solid_utf8(screen, "MISSION CLEAR!!", 100, 200, 0, 0, 0)
138 end
139 screen.update_rect(0, 0, 0, 0)
140
141
142 sleep(3)
143 exit

```