主Form

using System;

using System.Collections.Generic;

using System.ComponentModel;

using System.Data;

using System.Drawing;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

using System.Windows.Forms;

using System.IO;

using Microsoft.VisualBasic;

namespace bt

{

public partial class Form1 : Form

{

private static String[] sub = new String[53]; //存字幕

private static int label\_c=0; //計算label的點擊次數

private static int pgbar=100,atk=0,level=10; //依序時間、攻擊、層級

private static int[] atk\_r = new int[5]; //點擊排名

private static int[] level\_r = new int[5]; //層級

private static String[] name = new String[5]; //名字

private static int[] r = new int[5]; //名次

public Form1()

{

InitializeComponent();

}

private void Form1\_Load(object sender, EventArgs e)

{

pictureBox6.Visible = false;

pictureBox1.Visible = false;

pictureBox2.Visible = false;

pictureBox3.Visible = false;

pictureBox4.Visible = false;

progressBar1.Visible = false;

subtitle(); //載入字幕

label1.Text = sub[0] + "\n ";

}

private void subtitle()

{

StreamReader sr = new StreamReader(@"subtitle.txt", System.Text.Encoding.Default);

int i = 0;

while (!sr.EndOfStream)

{ // 每次讀取一行，直到檔尾

string line = sr.ReadLine();

sub[i] = line; // 讀取文字到 line 變數

i++;

}

sr.Close();

}

//設定字幕以及字幕劇情，詳見"字幕說明文件.docx"

private void label1\_Click(object sender, EventArgs e)

{

if (label\_c != 11 && label\_c != 25 && label\_c != 30 && label\_c != 34 && label\_c != 39 && label\_c != 52)

label\_c++; //這裡是有特殊劇情時Label不能按

label1.Text = sub[label\_c] + "\n ";

if(label\_c==2)

pictureBox2.Visible = true; //開始解鎖

if (label\_c == 15)

pictureBox6.Enabled = true; //怪物可互動

if (label\_c == 27)

{

pictureBox1.Visible = true; //各種按鍵解鎖

pictureBox3.Visible = true;

pictureBox4.Visible = true;

}

if (label\_c == 30)

pictureBox2.Enabled = true; //以下參見"字幕說明文件.docx"

if (label\_c == 34)

pictureBox2.Enabled = true;

if (label\_c == 36)

pictureBox6.Image = Image.FromFile("npc\\" + 46 + ".jpg");

if (label\_c == 39)

pictureBox2.Enabled = true;

if (label\_c == 41)

{

pictureBox5.Visible = true;

pictureBox5.Image = Image.FromFile("npc\\48.jpg");

}

if (label\_c == 43)

pictureBox5.Image = Image.FromFile("npc\\49.jpg");

if (label\_c == 45)

pictureBox5.Image = Image.FromFile("npc\\48.jpg");

if (label\_c == 48)

{

pictureBox6.Image = Image.FromFile("npc\\46.jpg");

this.BackgroundImage = Image.FromFile("npc\\50.jpg");

}

if (label\_c == 49)

pictureBox5.Image = Image.FromFile("npc\\49.jpg");

if (label\_c == 52)

{

developers\_list dl = new developers\_list();

dl.Show();

}

}

//開始鍵

private void pictureBox2\_Click(object sender, EventArgs e)

{

label2.Text = "Level:" + level; //層級設定

pgbar = 100; //計量條設定

atk = 0; //次數歸0

progressBar1.Value = pgbar;

//教學用

if (level == 10)

{

label1.Text = sub[12] + "\n "; //這是當第一次二下開始鍵的時候，字幕直接跳到12

label\_c = 13;

label1.Enabled = true; //以下所有東西變得可互動還有設置

pictureBox6.Visible = true;

pictureBox6.Image = Image.FromFile("npc\\10.jpg");

progressBar1.Visible = true;

}

else //正常遊戲情況下

{

pictureBox6.Enabled = true; //怪物

pictureBox6.Image = Image.FromFile("npc\\" + level + ".jpg"); //設定怪物圖

}

}

//monster

private void pictureBox6\_Click(object sender, EventArgs e)

{

timer1.Enabled = true; //開始計時

pictureBox2.Enabled = false; //start

pictureBox5.Visible = false; //npc

atk++;

label1.Text = atk.ToString();

}

//計時

private void timer1\_Tick(object sender, EventArgs e)

{

pgbar -= 1;

if (pgbar >= 0)

progressBar1.Value = pgbar;

else

{

timer1.Enabled = false;

pictureBox6.Enabled = false;

pictureBox2.Enabled = true;

judge(); //結果交由判斷

}

}

private void judge()

{

if (level == 10) //新手教學時

{

if (atk >= level)

{

label1.Enabled = true;

pictureBox5.Visible = true; //NPC出現

label\_c = 26; //字幕直接跳到26

label1.Text = sub[label\_c] + "\n ";

pictureBox2.Enabled = false; //還未教學完所以開始先不互動

level ++;

rank();

}

else

{

label1.Text = "請按開始鍵重新開始教學";

pictureBox5.Visible = true; //重新教學

label1.Enabled = false;

}

}

else if (level < 39) //在39關前才有跳級功能

{

if (atk >= (level + 5))

{

pictureBox5.Visible = true;

label1.Text = "恭喜你成功攻略這層樓了!因為你的能力實在太強，做為獎勵就直接跳五層樓吧!\n ";

level += 5;

rank();

}

else if (atk > level)

{

pictureBox5.Visible = true;

label1.Text = "恭喜你成功攻略這層樓了!讓我們進入下一層樓吧!\n ";

level++;

rank();

}

else

{

pictureBox5.Visible = true;

label1.Text = "很抱歉你攻略失敗了!請向遊戲開發者購買代幣復活吧!\n呵呵!開玩笑的，請從這層樓重新開始吧!";

rank();

}

}

else if (level < 44) //同上

{

if (atk > level)

{

pictureBox5.Visible = true;

label1.Text = "恭喜你成功攻略這層樓了!讓我們進入下一層樓吧!\n ";

level++;

rank();

}

else

{

pictureBox5.Visible = true;

label1.Text = "很抱歉你攻略失敗了!請從這層樓重新開始吧!";

rank();

}

}

else

{

hurdle(); //44和45是特別關卡

}

}

//特別關卡設計

private void hurdle()

{

if (level == 44) //44關設計

{

if (atk > level)

{

pictureBox5.Visible = true;

label\_c = 31; //設定字幕

label1.Text = sub[label\_c] + "\n ";

pictureBox2.Enabled = false; //遇到劇情開始先不互動

level++;

rank();

}

else

{

pictureBox5.Visible = true;

label1.Text = "很抱歉你攻略失敗了!請從這層樓重新開始吧!";

rank();

}

}

else if (level == 45)

{

if (atk > level)

{

label\_c = 35;

label1.Text = sub[label\_c] + "\n "; //設定字幕

pictureBox2.Enabled = false; //遇到劇情開始先不互動

level++;

rank();

}

else

{

pictureBox5.Visible = true;

label1.Text = "很抱歉你攻略失敗了!請從這層樓重新開始吧!";

rank();

}

}

else if (level == 46)

{

if (atk > 50)

{

label\_c = 40; //設定字幕

label1.Text = sub[label\_c] + "\n ";

pictureBox2.Enabled = false; //遇到劇情開始先不互動

pictureBox5.Visible = false; //NPC圖先不出現

pictureBox6.Image = Image.FromFile("npc\\47.jpg"); //怪物圖載入圖47

rank();

}

else

{

label1.Text = "呵呵!你以為我和一般小怪一樣血量受現於層樓嗎?請回去多練幾年再來吧";

rank();

}

}

}

private void rank()

{

StreamReader sr = new StreamReader(@"rank.txt", System.Text.Encoding.Default);

int i = 0;

while (!sr.EndOfStream)

{ // 每次讀取一行，直到檔尾

string line = sr.ReadLine();

string[] sp = line.Split(' ');

r[i] = int.Parse(sp[0]);

name[i] = sp[1];

level\_r[i] = int.Parse(sp[2]);

atk\_r[i] = int.Parse(sp[3]);

i++;

}

sr.Close();

for (int j = 0; j < atk\_r.Length; j++)

{

if (atk > atk\_r[j])

{

for (int k = atk\_r.Length - 1; k > j; k--) //如果遇到大於某一名次的，則後面名次後退一格

{

name[k] = name[k - 1];

level\_r[k] = level\_r[k - 1];

atk\_r[k] = atk\_r[k - 1];

}

name[j] = Microsoft.VisualBasic.Interaction.InputBox("恭喜!您的分數進入了排名榜，\n請輸入你的名字", "排名登記", string.Empty, -1, -1);

level\_r[j] = level;

atk\_r[j] = atk;

break;

}

}

//更新排名

StreamWriter sw = new StreamWriter(@"rank.txt");

for (int j = 0; j < r.Length; j++)

{

sw.WriteLine(r[j] + " " + name[j] + " " + level\_r[j] + " " + atk\_r[j]);

}

sw.Close();

}

private void pictureBox1\_Click(object sender, EventArgs e)

{

timer1.Stop();

}

private void pictureBox3\_Click(object sender, EventArgs e)

{

explain ex = new explain();

ex.Show(this);

}

private void pictureBox4\_Click(object sender, EventArgs e)

{

rank\_tabel rt = new rank\_tabel();

rt.Show(this);

}

}

}

排名

using System;

using System.Collections.Generic;

using System.ComponentModel;

using System.Data;

using System.Drawing;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

using System.Windows.Forms;

using System.IO;

namespace bt

{

public partial class rank\_tabel : Form

{

private String[] atk\_r = new String[5]; //點擊排名

private String[] level\_r = new String[5]; //層級

private String[] name = new String[5]; //名字

private String[] r = new String[5]; //名次

private String n="名字", a="點擊次數", rn="排名", l="層級";

public rank\_tabel()

{

InitializeComponent();

}

private void rank\_tabel\_Load(object sender, EventArgs e)

{

StreamReader sr = new StreamReader(@"rank.txt", System.Text.Encoding.Default);

int i=0;

while (!sr.EndOfStream)

{ // 每次讀取一行，直到檔尾

string line = sr.ReadLine();

string[] sp = line.Split(' ');

r[i] = sp[0];

name[i] = sp[1];

level\_r[i] = sp[2];

atk\_r[i] = sp[3];

i++;

}

for (int j = 0; j < 5; j++)

{

rn += "\n" + r[j];

n += "\n" + name[j];

l += "\n" + level\_r[j];

a += "\n" + atk\_r[j];

}

label1.Text = rn;

label2.Text = n;

label3.Text = l;

label4.Text = a;

sr.Close();

}

private void button1\_Click(object sender, EventArgs e)

{

n="名字";

a="點擊次數";

rn = "排名";

l = "層級";

for (int j = 0; j < 5; j++)

{

r[j] = (j+1).ToString();

name[j] = "name";

level\_r[j] = "0";

atk\_r[j] = "0";

rn += "\n" + r[j];

n += "\n" + name[j];

l += "\n" + level\_r[j];

a += "\n" + atk\_r[j];

}

StreamWriter sw = new StreamWriter(@"rank.txt");

for (int j = 0; j < r.Length; j++)

{

sw.WriteLine(r[j] + " " + name[j] + " " + level\_r[j] + " " + atk\_r[j]);

}

sw.Close();

label1.Text = rn;

label2.Text = n;

label3.Text = l;

label4.Text = a;

}

}

}

說明

public partial class explain : Form

{

public explain()

{

InitializeComponent();

}

private void button1\_Click(object sender, EventArgs e)

{

this.Close();

}

}