main_tama1.rb

```ruby
 1 require 'dxruby'
 2 require_relative 'tama'    ###■修正1-(1) 「弾」クラスのファイルを追加
 3 require_relative 'color'
 4 require_relative 'window'
 5 require_relative 'hero'
 6 require_relative 'item'
 7
 8 def hit?(hero, bomb)
 9   diffx = hero.centerx - bomb.centerx
10   diffy = hero.centery - bomb.centery
11   if (diffx > -20) and (diffx < 20) and (diffy > -20) and (diffy < 20)
12     return true
13   else
14     return false
15   end
16 end
17
18 def clicked?(obj)
19   clicked = false
20   if Input.mouse_push?(M_LBUTTON)
21     diffx = Input.mouse_pos_x - obj.centerx
22     diffy = Input.mouse_pos_y - obj.centery
23     if (diffx > -20) and (diffx < 20) and (diffy > -20) and (diffy < 20)
24       clicked = true
25     end
26   end
27   return clicked
28 end
29
30 def game_over(backwindow, hero)
31   backwindow.draw_endback
32   hero.draw
33   Window.update
34   sleep 2
35   exit
36 end
37
38 backwindow=BackWindow.new
39 hero = Hero.new(BackWindow::WINDOW_WIDTH / 2, BackWindow::SKYLINE)
40
41 tama = Tama.new(hero.centerx, hero.centery)    ###■修正1-(2) Ruby君と同じ位置に弾を作る
42
43 bomb1 = Bomb.new
44 bomb2 = Bomb.new
45 bomb3 = Bomb.new
46 apple1 = Apple.new
47 apple2 = Apple.new
48 score = 0
49 click_count = 0
50
51 Window.loop do
52   hero.move
53   tama.move    ###■修正1-(3) 作った弾を動かす
54   bomb1.drop
55   bomb2.drop
56   bomb3.drop
57   apple1.drop
58   apple2.drop
59
60   backwindow.draw
61   hero.draw
62   tama.draw    ###■修正1-(4) 作った弾を表示する
63   bomb1.draw
64   bomb2.draw
```

```ruby
 65    bomb3.draw
 66    apple1.draw
 67    apple2.draw
 68
 69    if hit?(hero, apple1)
 70      score = score + apple1.get_score
 71      apple1.reset
 72    end
 73     if hit?(hero, apple2)
 74      score = score + apple2.get_score
 75      apple2.reset
 76    end
 77
 78    if hit?(hero, bomb1) or hit?(hero, bomb2) or hit?(hero, bomb3)
 79      game_over(backwindow, hero)
 80    end
 81
 82    if clicked?(bomb1) or clicked?(bomb2) or clicked?(bomb3)
 83        game_over(backwindow, hero)
 84    end
 85
 86    if clicked?(apple1)
 87      score = score + apple1.get_score
 88      click_count = click_count + 1
 89      apple1.reset
 90    end
 91
 92    if clicked?(apple2)
 93      score = score + apple2.get_score
 94      click_count = click_count + 1
 95      apple2.reset
 96    end
 97
 98    backwindow.write_char(50, 400,"あなたの得点は#{score}点(クリック#{click_count}回)",Color::WHITE )
 99
100    break if Input.key_push?(K_ESCAPE)
101  end
```