```ruby
require 'dxruby'
require_relative 'tama'   ###■修正1-(1) 「弾」クラスのファイルを追加
require_relative 'color'
require_relative 'window'
require_relative 'hero'
require_relative 'item'

def hit?(hero, bomb)
  diffx = hero.centerx - bomb.centerx
  diffy = hero.centery - bomb.centery
  if (diffx > -20) and (diffx < 20) and (diffy > -20) and (diffy < 20)
    return true
  else
    return false
  end
end

def clicked?(obj)
  clicked = false
  if Input.mouse_push?(M_LBUTTON)
     diffx = Input.mouse_pos_x - obj.centerx
     diffy = Input.mouse_pos_y - obj.centery
     if (diffx > -20) and (diffx < 20) and (diffy > -20) and (diffy < 20)
       clicked = true
     end
  end
  return clicked
end

def game_over(backwindow, hero)
  backwindow.draw_endback
  hero.draw
  Window.update
  sleep 2
  exit
end

backwindow=BackWindow.new
hero = Hero.new(BackWindow::WINDOW_WIDTH / 2, BackWindow::SKYLINE)

tamas = []   ###■修正2-(1) 複数の弾を入れるための配列を作る

bomb1 = Bomb.new
bomb2 = Bomb.new
bomb3 = Bomb.new
apple1 = Apple.new
apple2 = Apple.new
score = 0
click_count = 0

Window.loop do
  hero.move
  bomb1.drop
  bomb2.drop
  bomb3.drop
  apple1.drop
  apple2.drop

  backwindow.draw
  hero.draw
  bomb1.draw
  bomb2.draw
  bomb3.draw
  apple1.draw
  apple2.draw

  if Input.key_push?(K_SPACE)                       ###■修正2-(2) スペースキーが押されたら
    tama = Tama.new(hero.centerx, hero.centery)     ###■          Ruby君と同じ位置に弾を作って
    tamas << tama                                   ###■          配列に入れる
  end                                               ###■
  tamas.each do |tama|     ###■修正2-(3) 配列に入っている弾の１つ１つについて
    tama.move              ###■          弾を動かして
    tama.draw              ###■          弾を表示する
  end                      ###■

  if hit?(hero, apple1)
    score = score + apple1.get_score
    apple1.reset
  end
   if hit?(hero, apple2)
    score = score + apple2.get_score
    apple2.reset
  end

  if hit?(hero, bomb1) or hit?(hero, bomb2) or hit?(hero, bomb3)
    game_over(backwindow, hero)
  end

  if clicked?(bomb1) or clicked?(bomb2) or clicked?(bomb3)
      game_over(backwindow, hero)
  end

  if clicked?(apple1)
    score = score + apple1.get_score
    click_count = click_count + 1
    apple1.reset
  end

  if clicked?(apple2)
    score = score + apple2.get_score
    click_count = click_count + 1
    apple2.reset
  end

  backwindow.write_char(50, 400,"あなたの得点は#{score}点(クリック#{click_count}回)",Color::WHITE )

  break if Input.key_push?(K_ESCAPE)
end
```