```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 tamas = []    ###■修正2-(1) 複数の弾を入れるための配列を作る
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   bomb1.drop
54   bomb2.drop
55   bomb3.drop
56   apple1.drop
57   apple2.drop
58
59   backwindow.draw
60   hero.draw
61   bomb1.draw
62   bomb2.draw
63   bomb3.draw
64   apple1.draw
```

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 65    apple2.draw
 66
 67    if Input.key_push?(K_SPACE)              ###■修正2-(2) スペースキーが押されたら
 68      tama = Tama.new(hero.centerx, hero.centery)  ###■            Ruby君と同じ位置に弾を作って
 69      tamas << tama                         ###■            配列に入れる
 70    end                                     ###■
 71    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
 72      tama.move             ###■            弾を動かして
 73      tama.draw             ###■            弾を表示する
 74      if hit?(tama, bomb1)   ###■修正3-(1) 弾が爆弾１に命中したら
 75        bomb1.reset          ###■            爆弾１を消して
 76        tamas.delete(tama)   ###■            弾も消す
 77      end                    ###■
 78      if hit?(tama, bomb2)   ###■修正3-(2) 弾が爆弾２に命中したら
 79        bomb2.reset          ###■            爆弾２を消して
 80        tamas.delete(tama)   ###■            弾も消す
 81      end                    ###■
 82      if hit?(tama, bomb3)   ###■修正3-(3) 弾が爆弾３に命中したら
 83        bomb3.reset          ###■            爆弾３を消して
 84        tamas.delete(tama)   ###■            弾も消す
 85      end                    ###■
 86      if tama.centery < 0    ###■修正3-(4) 弾が画面の外まで行ったら
 87        tamas.delete(tama)   ###■            弾を消して
 88      end                    ###■
 89    end                      ###■
 90
 91
 92    if hit?(hero, apple1)
 93      score = score + apple1.get_score
 94      apple1.reset
 95    end
 96    if hit?(hero, apple2)
 97      score = score + apple2.get_score
 98      apple2.reset
 99    end
100
101    if hit?(hero, bomb1) or hit?(hero, bomb2) or hit?(hero, bomb3)
102      game_over(backwindow, hero)
103    end
104
105    if clicked?(bomb1) or clicked?(bomb2) or clicked?(bomb3)
106        game_over(backwindow, hero)
107    end
108
109    if clicked?(apple1)
110      score = score + apple1.get_score
111      click_count = click_count + 1
112      apple1.reset
113    end
114
115    if clicked?(apple2)
116      score = score + apple2.get_score
117      click_count = click_count + 1
118      apple2.reset
119    end
120
121    backwindow.write_char(50, 400,"あなたの得点は#{score}点（クリック#{click_count}回）",Color::WHITE )
122
123    break if Input.key_push?(K_ESCAPE)
124 end
```