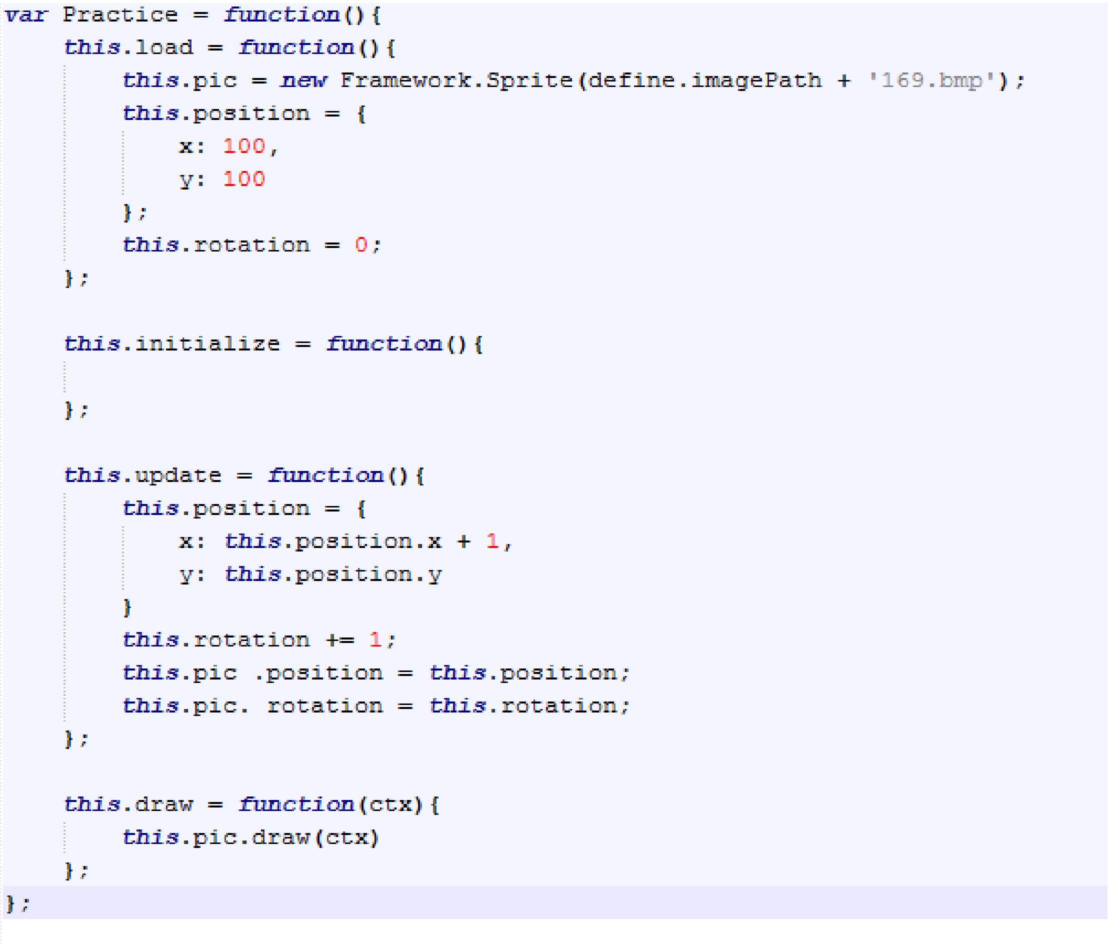
HTML5 Game Framework 使用說明

Tutorial 3: 將圖片與動作製成物件

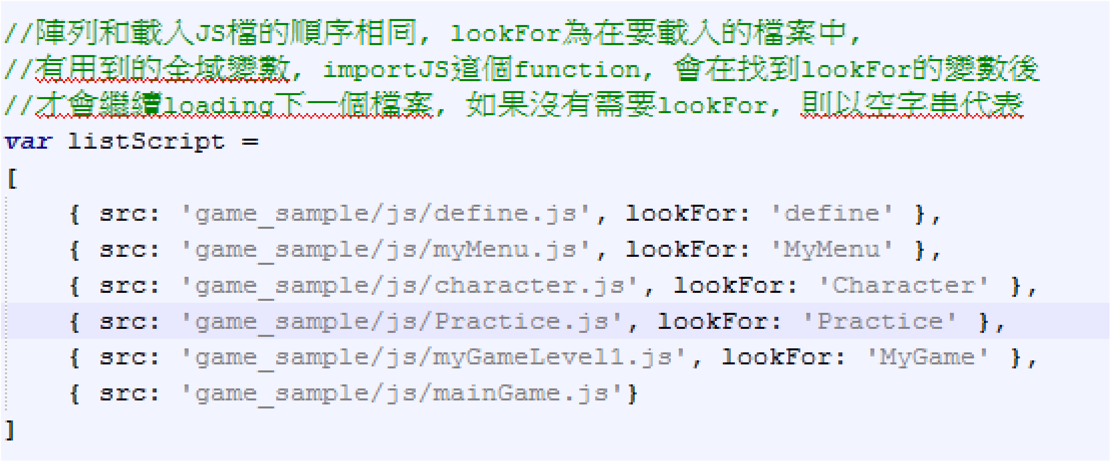
1. 請先完成 Tutorial2

2. 在 OOPLab_Sample\game_sample\js 下新增一個 js 檔，命名為 Practice，並且實作 load, initialize, update 跟 draw



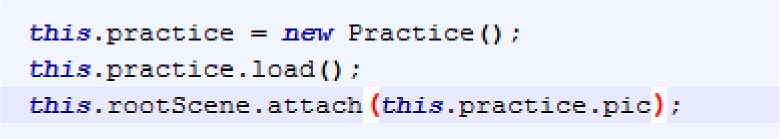
```
var Practice = function(){
    this.load = function(){
        this.pic = new Framework.Sprite(define.imagePath + '169.bmp');
        this.position = {
            x: 100,
            y: 100
        };
        this.rotation = 0;
    };

    this.initialize = function(){

    };

    this.update = function(){
        this.position = {
            x: this.position.x + 1,
            y: this.position.y
        }
        this.rotation += 1;
        this.pic .position = this.position;
        this.pic. rotation = this.rotation;
    };

    this.draw = function(ctx){
        this.pic.draw(ctx)
    };
};
```

3. 在 loadGame.js 中加入 Practice.js



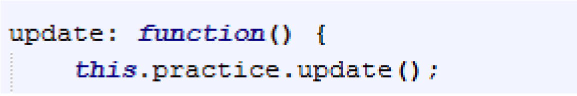
```
//陣列和載入JS檔的順序相同，lookFor為在要載入的檔案中，
//有用到的全域變數，importJS這個function，會在找到lookFor的變數後
//才會繼續loading下一個檔案，如果沒有需要lookFor，則以空字串代表
var listScript =
[
    { src: 'game_sample/js/define.js', lookFor: 'define' },
    { src: 'game_sample/js/myMenu.js', lookFor: 'MyMenu' },
    { src: 'game_sample/js/character.js', lookFor: 'Character' },
    { src: 'game_sample/js/Practice.js', lookFor: 'Practice' },
    { src: 'game_sample/js/myGameLevel1.js', lookFor: 'MyGame' },
    { src: 'game_sample/js/mainGame.js'}
]
```

4. 在 **myGameLevel1.js load function** 宣告 **Practice** 物件



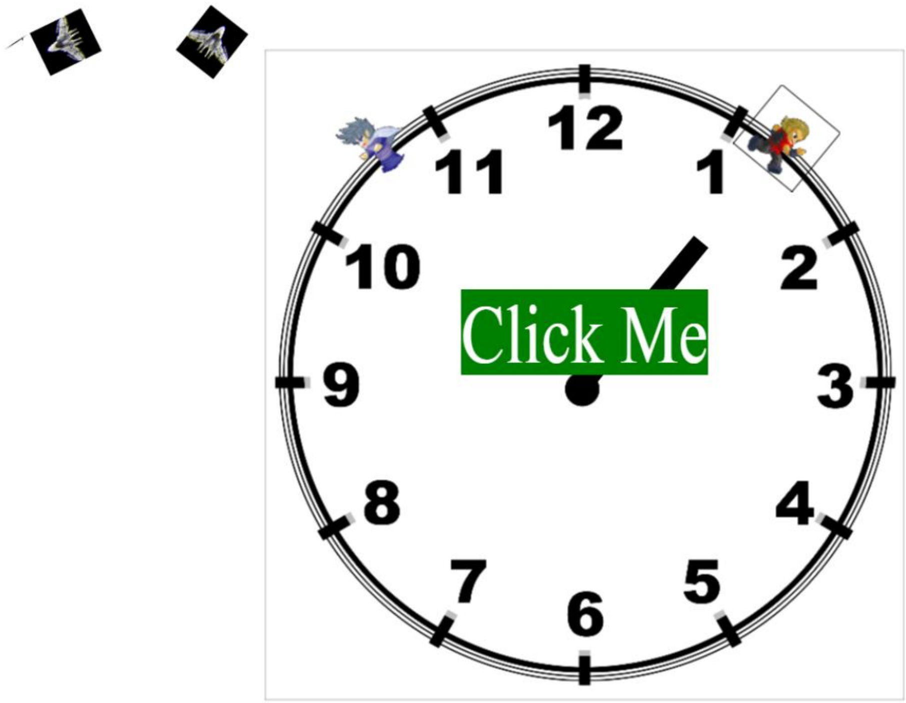
```
this.practice = new Practice();
this.practice.load();
this.rootScene.attach(this.practice.pic);
```

update function 增加 **practice.update()**



```
update: function() {
    this.practice.update();
```

5. 執行結果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