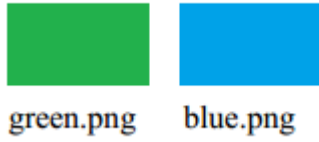


HTML5 Game Framework 使用說明

Tutorial 4: 利用陣列建立遊戲地圖

1. 參考練習 1 加入兩張圖片



2. 新增一個 js 檔，命名為 **GameMap.js**，並建立地圖陣列

```

var GameMap = function() {
    //圖片長寬
    this.MW = 70;
    this.MH = 40;

    this.position = {
        x: 200,
        y: 500
    };

    this.map = [[1,2,1,2],[2,1,2,1],
                [0,1,0,1],[2,0,2,0],
                [1,2,1,2]];

    this.load = function(){
        this.greenPic = new Framework.Sprite(define.imagePath + 'green.png');
        this.bluePic = new Framework.Sprite(define.imagePath + 'blue.png');
    };

    this.initialize = function(){
    };

    this.update = function(){
    };

    this.draw = function(ctx){
        for(i=0;i<5;i++){
            for(j=0;j<4;j++){
                var picPosition = {
                    x: this.position.x + (this.MW*j) + this.MW/2,
                    y: this.position.y + (this.MH*i) + this.MH/2,
                }

                switch(this.map[i][j]){
                    case 0:
                        break;
                    case 1:
                        this.greenPic.position = picPosition;
                        this.greenPic.draw(ctx);
                        break;
                    case 2:
                        this.bluePic.position = picPosition;
                        this.bluePic.draw(ctx);
                        break;
                }
            }
        }
    };
}

```

3. 在 loadGame.js 中加入 GameMap.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/GameMap.js', lookFor: 'GameMap' },
  { src: 'game_sample/js/myGameLevel1.js', lookFor: 'MyGame' },
  { src: 'game_sample/js/mainGame.js' }
]
```

4. 在 myGameLevel1.js 的 load function 內建立物件

```
this.gameMap = new GameMap();
this.gameMap.load();
this.rootScene.attach(this.gameMap);
```

5. 執行結果

