

Taiko Report

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一、故事簡介

野馬被人抓住後，以火車運往遠方以為人類工作。藉由攻擊火車，將馬釋放出來。馬自由後，不斷的跑著，最後終於回到故鄉、與家人相聚。

遊戲前後有故事小短片；遊戲時有背景音樂；擊中目標時有爆炸聲；每擊中一次就出現一隻馬；從第一隻馬出現後，場景開始轉換，代表馬回家的路程。

二、How to play

按 s 攻擊 target1、按 f 攻擊 target2

三、UML class diagram

Btn
<<constructor>>+Btn()

Clock
+cnt:Integer
<<constructor>>+Clock() +sce() +timeup() +stoptar()

Goal
+target1:Target +target2:Target +tmp1:Integer +tmp2:Integer +rand1:Integer +rand2:Integer +f1:Integer +f2:Integer +get1:Integer +get2:Integer +noget1:Integer +noget2:Integer
<<constructor>>+Goal() +tar1()

+tar2() +hitGoal1() +hitGoal2() +nohitgoal1() +nohitGoal2() +score1() +score2() +noscore1() +noscore2()
Hourse
+hor:Qpixmap -cnt:Integer -x:Integer
<<constructor>>+Hourse() +Horse()

MainWindow
+checkVideoConnect:Integer +checkVideoAdd:Integer +scene:Scene +endVideo: QGraphicsVideoItem +beginVideo: QGraphicsVideoItem +player:QMediaPlayer +player1:QMediaPlayer -ui:MainWindow
<<constructor>>+MainWindow(parent:QWidget) <<Distructor>>+MainWindow() +setBg(x_start:Integer) +playEndvideo() +stopEndVideo() +playBeginVideo() +stopBeginVideo()

Score
+getScore:Integer +hourse:Hourse +check:Integer -score:Integer

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<<constructor>>+Score()
+increase()
+addhorse()
+hor()

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Target
+speed:Integer
<pre> <<constructor>>+Target() +setSpeed(s:Integer) +move() +rightPlace() +wrongPlace() </pre>

Scene
<pre> +btn_start:Btn +btn_exit:Btn +btn_restart:Btn +btn_w:Integer +btn_h:Integer +time:Clock +goal:Goal +hint1:Goal +hint2:Goal +trail:Goal +gameBG: QGraphicsPixmapItem +cntBG:Integer +cnt:Integer +add:Integer +change:Integer +timer:QTimer +timer1:QTimer +timer2:QTimer +timerBG:QTimer +timeupCheck:Integer +screenMode:Integer +leftBound:Integer +bgm:Qsound +bang:Qsound </pre>

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+checkRestart:Integer
+playTimes:Integer

<<constructor>>+Scene(parent:QObject)
+Init(x_start:Integer)
+mousePressEvent(event: QGraphicsSceneMouseEvent)
+bgChange()
+keyPressEvent(event:QKeyEvent)
+gameBGChange()
+timeupSlot()
+stoptar1()
+stoptar2()
+changeBG()
+timeupSignal()
+pressExit()
+pressStart()
+playEndVideo()

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四、Program architecture

