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

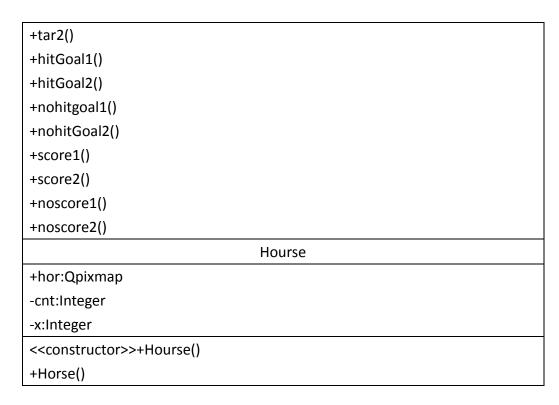
按 s 攻擊 target1、按 f 攻擊 target2

三、UML class diagram

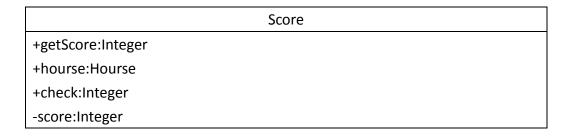
	Btn	
< <constructor>>+Btn()</constructor>		

Clock
+cnt:Integer
< <constructor>>+Clock()</constructor>
+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()</constructor>
+tar1()



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()



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

```
Target

+speed:Integer

<<constructor>>+Target()

+setSpeed(s:Integer)

+move()

+rightPlace()

+wrongPlace()
```

```
Scene
+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
```

```
+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()
```

$\ \ \, \square$ 、 Program architecture

