#pragma warning(disable:4996)

#include <stdio.h>

#include <conio.h>

#include <Windows.h>

#include <time.h>

#include <stdio.h>

#include <stdlib.h>

#include <time.h>

#include <mmsystem.h>

#pragma comment(lib,"winmm.lib")

#define \_CRT\_SECURE\_NO\_WARNINGS

// 색상 정의

#define BLACK 0

#define BLUE1 1

#define GREEN1 2

#define CYAN1 3

#define RED1 4

#define MAGENTA1 5

#define YELLOW1 6

#define GRAY1 7

#define GRAY2 8

#define BLUE2 9

#define GREEN2 10

#define CYAN2 11

#define RED2 12

#define MAGENTA2 13

#define YELLOW2 14

#define WHITE 15

#define ESC 0x1b // ESC 누르면 종료

#define ENTER 13

#define SPECIAL1 0xe0 // 특수키는 0xe0 + key 값으로 구성된다.

#define SPECIAL2 0x00 // keypad 경우 0x00 + key 로 구성된다.

#define UP 0x48 // Up key는 0xe0 + 0x48 두개의 값이 들어온다.

#define DOWN 0x50

#define LEFT 0x4b

#define RIGHT 0x4d

#define SPACE 0x20

#define UP2 'w'//player2 는 AWSD 로 방향키 대신

#define DOWN2 's'

#define LEFT2 'a'

#define RIGHT2 'd'

#define KEY "§"

#define G 'g'

#define M 'm'

#define H 'h'

#define WIDTH 92

#define HEIGHT 36

#define MAXBULLET 100//플레이어의 최대 총알 수

#define TRUE 1

#define FALSE 0

int item[WIDTH][HEIGHT] = { 0 };

int item2[WIDTH][HEIGHT] = { 0 };

int item3[WIDTH][HEIGHT] = { 0 };

int item4[WIDTH][HEIGHT] = { 0 };

int item5[WIDTH][HEIGHT] = { 0 };

int item6[WIDTH][HEIGHT] = { 0 };

int item7[WIDTH][HEIGHT] = { 0 };

int item8[WIDTH][HEIGHT] = { 0 };

int called[2];

int Delay = 20; // 100 msec delay, 이 값을 줄이면 속도가 빨라진다.

int frame\_count = 0; // game 진행 frame count 로 속도 조절용으로 사용된다.

int p1\_frame\_sync\_start = 0; //

int bullet\_frame\_sync = 5;

int keep\_moving = 1; // 1:계속이동, 0:한칸씩이동.

int time\_out = 60; // 제한시간

int score[2] = { 0 };

int keys[WIDTH][HEIGHT] = { 0 }; // 1이면 key 있다는 뜻

char tempmap[HEIGHT][WIDTH];

int LIFE2 = 5;

void textcolor(int fg\_color, int bg\_color)

{

SetConsoleTextAttribute(GetStdHandle(STD\_OUTPUT\_HANDLE), fg\_color | bg\_color << 4);

}

void removeCursor(void) { // 커서를 안보이게 한다

CONSOLE\_CURSOR\_INFO curInfo;

GetConsoleCursorInfo(GetStdHandle(STD\_OUTPUT\_HANDLE), &curInfo);

curInfo.bVisible = 0;

SetConsoleCursorInfo(GetStdHandle(STD\_OUTPUT\_HANDLE), &curInfo);

}

void gotoxy(int x, int y) //내가 원하는 위치로 커서 이동

{

COORD pos = { x, y };

SetConsoleCursorPosition(GetStdHandle(STD\_OUTPUT\_HANDLE), pos);// WIN32API 함수입니다. 이건 알필요 없어요

}

void cls(int bg\_color, int text\_color) // 화면 지우기

{

char cmd[100];

system("cls");

sprintf(cmd, "COLOR %x%x", bg\_color, text\_color);

system(cmd);

}

void draw\_box2(int x1, int y1, int x2, int y2)

{

int x, y;

//int len = strlen(ch);

for (x = x1; x <= x2; x += 2) { // 한글은 2칸씩 차지한다.

gotoxy(x, y1);

printf("%s", "─"); // ㅂ 누르고 한자키 누르고 선택

gotoxy(x, y2);

printf("%s", "─");

}

for (y = y1; y <= y2; y++) {

gotoxy(x1, y);

printf("%s", "│");

gotoxy(x2, y);

printf("%s", "│");

}

gotoxy(x1, y1); printf("┌");

gotoxy(x1, y2); printf("└");

gotoxy(x2, y1); printf("┐");

gotoxy(x2, y2); printf("┘");

}

void showplayer1(int ox, int oy, int nx, int ny) //1p

{

textcolor(GREEN1, BLACK);

gotoxy(ox, oy);

printf(" ");

gotoxy(ox, oy + 1);

printf(" ");

gotoxy(nx, ny);

printf("⊙");

gotoxy(nx, ny + 1);

printf("◆");

} //1p

void showplayer2(int ox, int oy, int nx, int ny) //2p

{

textcolor(YELLOW1, BLACK);

gotoxy(ox, oy);

printf(" ");

gotoxy(ox, oy + 1);

printf(" ");

gotoxy(nx, ny);

printf("⊙");

gotoxy(nx, ny + 1);

printf("◆");

textcolor(WHITE, BLACK);

} //2p

void playererase(int x, int y) {

gotoxy(x, y);

printf(" ");

}

int title() {

cls(BLACK, WHITE);

draw\_box2(0, 0, WIDTH, HEIGHT);

unsigned char ch;

int POS = 0;

textcolor(WHITE, BLACK);

gotoxy(11, 7);

printf("■■■■■ ■■■■ ■ ■ ■■■■ ■■■■ ■ ■");

gotoxy(11, 8);

printf(" ■ ■ ■ ■■ ■■ ■ ▼ ■ ■ ■ ■");

gotoxy(11, 9);

printf(" ■ ■ ■ ■ ■ ■ ■■■ ■ ■ ■");

gotoxy(11, 10);

printf(" ■ ■ ■ ■ ■ ■ ▲ ■ ■ ■ ■");

gotoxy(11, 11);

printf(" ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■");

gotoxy(11, 12);

printf("■■■■■ ■■■■ ■ ■ ■■■■ ■■■■ ■ ■");

gotoxy(11, 13);

textcolor(RED1, BLACK);

printf("■■ ■■ ■■■■ ■ ■ ■■■■ ■■■■ ■ ■");

gotoxy(11, 14);

printf("■■ ■ ■■ ■ ■ ■ ■■ ■■ ■ ■ ■");

gotoxy(11, 15);

printf("■ ■ ■ ■ ■ ■ ■ ■ ■");

gotoxy(11, 16);

printf("■ ■ ■ ■");

textcolor(WHITE, BLACK);

gotoxy(12, 24);

printf("SPACEBAR : 메뉴 선택 ← → : 메뉴 이동 ");

gotoxy(13, 28); printf("[게임시작]");

gotoxy(43, 28); printf("조작법 ");

gotoxy(73, 28); printf("게임종료 ");

while (1) {

if (kbhit() == 1) {

ch = getch();

switch (ch) {

case LEFT:

if (POS == 0)

POS = 2;

else

POS -= 1;

break;

case RIGHT:

if (POS == 2)

POS = 0;

else POS += 1;

break;

case SPACE:

return POS;

break;

}

switch (POS) {

case 0:

gotoxy(13, 28); printf("[게임시작]");

gotoxy(43, 28); printf("조작법");

gotoxy(50, 28); printf(" ");

gotoxy(73, 28); printf("게임종료");

gotoxy(81, 28); printf(" ");

break;

case 1:

gotoxy(13, 28); printf("게임시작");

gotoxy(21, 28); printf(" ");

gotoxy(43, 28); printf("[조작법]");

gotoxy(73, 28); printf("게임종료");

gotoxy(81, 28); printf(" ");

break;

case 2:

gotoxy(13, 28); printf("게임시작");

gotoxy(21, 28); printf(" ");

gotoxy(43, 28); printf("조작법");

gotoxy(49, 28); printf(" ");

gotoxy(73, 28); printf("[게임종료]");

break;

default: break;

}

}

Sleep(100);

}

}//타이틀 메뉴

void control() { //조작법 메뉴

cls(BLACK, WHITE);

draw\_box2(0, 0, WIDTH, HEIGHT);

gotoxy(44, 10);

textcolor(BLACK, WHITE);

printf("조작법");

gotoxy(29, 24);

textcolor(WHITE, BLACK);

printf("아무키나 누르면 타이틀로 돌아갑니다.");

gotoxy(19, 14);

printf("1p : ←↑→↓ 방향이동 / 'SPACEBAR' , 'M' 공격");

gotoxy(19, 18);

printf("2p : wasd 방향이동 / 'G' , 'H' 공격");

while (1) {

if (kbhit()) {

break;

}

}

cls(BLACK, WHITE);

}//조작법

int level() { //난이도 선택

draw\_box2(0, 0, WIDTH, HEIGHT);

unsigned char ch;

int POS = 0;

int c1, c2;

textcolor(WHITE, BLACK);

gotoxy(12, 25);

printf("SPACEBAR : 선택 ← → : 이동 ESC : 뒤로가기 ");

gotoxy(42, 5);

textcolor(BLACK, WHITE);

printf("게임 플레이");

textcolor(WHITE, BLACK);

gotoxy(10, 9);

printf("1.좀비를 피해 먼저 백신을 먹는 사람이 승리합니다.");

gotoxy(13, 28); printf("[1단계]");

gotoxy(43, 28); printf("2단계");

gotoxy(73, 28); printf("3단계");

while (1) {

if (kbhit() == 1) {

ch = getch();

switch (ch) {

case LEFT:

if (POS == 0)

POS = 2;

else

POS -= 1;

break;

case RIGHT:

if (POS == 2)

POS = 0;

else POS += 1;

break;

case SPACE:

return POS;

break;

case ESC:

return 3;

break;

}

switch (POS) {

case 0:

gotoxy(10, 5);

printf(" ");

gotoxy(10, 9);

printf(" ");

gotoxy(10, 11);

printf(" ");

gotoxy(10, 13);

printf(" ");

gotoxy(10, 15);

printf(" ");

gotoxy(10, 17);

printf(" ");

gotoxy(10, 19);

printf(" ");

gotoxy(10, 23);

printf(" ");

gotoxy(42, 5);

textcolor(BLACK, WHITE);

printf("게임 플레이");

textcolor(WHITE, BLACK);

gotoxy(10, 9);

printf("1.좀비를 피해 먼저 백신을 먹는 사람이 승리합니다.");

gotoxy(13, 28); printf("[1단계]");

gotoxy(43, 28); printf(" ");

gotoxy(43, 28); printf("2단계");

gotoxy(73, 28); printf(" ");

gotoxy(73, 28); printf("3단계");

break;

case 1:

gotoxy(10, 9);

printf(" ");

gotoxy(10, 11);

printf(" ");

gotoxy(10, 13);

printf(" ");

gotoxy(10, 15);

printf(" ");

gotoxy(10, 17);

printf(" ");

gotoxy(10, 19);

printf(" ");

gotoxy(10, 20);

printf(" ");

gotoxy(10, 21);

printf(" ");

gotoxy(10, 23);

printf(" ");

gotoxy(42, 5);

textcolor(BLACK, WHITE);

printf("게임 플레이");

textcolor(WHITE, BLACK);

gotoxy(10, 9);

printf("1.좀비를 피해 백신을 5개 먼저 먹는 사람이 승리합니다. ");

gotoxy(10, 11);

printf("2.하트가 모두 소진 되면 사망합니다.");

gotoxy(10, 13);

printf("3.1p는 키보드 '스테이스바'와 'M'으로 좀비를 멈출 수 있고 ");

gotoxy(10, 15);

printf(" 2p는 'G''H'로 좀비를 멈출 수 있습니다.");

gotoxy(42, 17);

textcolor(BLACK, WHITE);

printf("아이템");

textcolor(WHITE, BLACK);

gotoxy(10, 19);

printf("■:속도증가 □:속도 감소 §:백신 ‡:총알 ");

gotoxy(13, 28); printf(" ");

gotoxy(13, 28); printf("1단계");

gotoxy(43, 28); printf("[2단계]");

gotoxy(73, 28); printf(" ");

gotoxy(73, 28); printf("3단계");

break;

case 2:

gotoxy(10, 9);

printf(" ");

gotoxy(10, 11);

printf(" ");

gotoxy(10, 13);

printf(" ");

gotoxy(10, 15);

printf(" ");

gotoxy(10, 17);

printf(" ");

gotoxy(10, 19);

printf(" ");

gotoxy(42, 5);

textcolor(BLACK, WHITE);

printf("게임 플레이");

textcolor(WHITE, BLACK);

gotoxy(10, 9);

printf("1.좀비를 피해 백신을 5개 먼저 먹는 사람이 승리합니다.");

gotoxy(10, 11);

printf("2.하트가 모두 소진 되면 사망합니다.");

gotoxy(10, 13);

printf("3.1p는 키보드 '스테이스바'와 'M'으로 두마리의 좀비만 멈출 수 있고");

gotoxy(10, 15);

printf(" 2p는 'G''H'로 두마리의 좀비만 멈출 수 있습니다.");

gotoxy(10, 17);

do {

c1 = rand() % 16;

c2 = rand() % 16;

} while (c1 == c2);

textcolor(c1, BLACK);

printf("4. 이제 박스아이템에서 좀비도 아이템을 먹을 수 있습니다.");

textcolor(WHITE, BLACK);

gotoxy(10, 19);

printf("5.좀비가 박스아이템에서 백신을 3개 먹으면 승자 없이 좀비가 승리합니다.");

gotoxy(42, 21);

textcolor(BLACK, WHITE);

printf("아이템");

textcolor(WHITE, BLACK);

gotoxy(10, 23);

printf("■: 속도증가, 속도감소, 백신 , 총알 중 랜덤으로 들어있습니다.");

gotoxy(13, 28); printf(" ");

gotoxy(13, 28); printf("1단계");

gotoxy(43, 28); printf(" ");

gotoxy(43, 28); printf("2단계");

gotoxy(73, 28); printf("[3단계]");

break;

default: break;

}

}

Sleep(100);

}

}

void show\_key(int x, int y)

{

gotoxy(x, y);

textcolor(MAGENTA1, BLACK);

printf(KEY);

textcolor(BLACK, WHITE);

}

void init\_game() //인게임

{

int x, y;

char cmd[100];

int LIFE = 5; //생명

int LIFE2 = 5;

srand(time(NULL));

score[0] = score[1] = 0;

called[0] = called[1] = 0;

for (x = 0; x < WIDTH; x++)

for (y = 0; y < HEIGHT; y++)

item[x][y] = 0;

time\_out = 60;

keep\_moving = 1;

}

//1p

char map1[HEIGHT][WIDTH + 23] = {

{"111111111111111111111111111111111111111111111111111111111111111111111111111111111111111111111111111111111111"},

{"110000000000000000000000000000000000000000000000000000000000000000000000000000000000000000110000000000000001"},

{"110000000000000000000000000000000000000000000000000000000000000000000000000000000000000000110000000000000001"},

{"110000000000000000000000000000000000000000000000000000000000000000000000000000000000000000110000000000000001"},

{"110000000000000000000000000000000000000000000000000000000000000000000000000000000000000000110000000000000001"},

{"110000000000000000000000000000000000000000000000000000000000000000000000000000000000000000110000000000000001"},

{"110000000000000000000000000000000000000000000000000000000000000000000000000000000000000000110000000000000001"},

{"110000000000000000000000000000000000000000000000000000000000000000000000000000000000000000110000000000000001"},

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{"110000000000000000000000000000000000000000000000000000000000000000000000000000000000000000110000000000000001"},

{"110000000000000000000000000000000000000000000000000000000000000000000000000000000000000000110000000000000001"},

{"110000000000000000000000000000000000000000000000000000000000000000000000000000000000000000110000000000000001"},

{"110000000000000000000000000000000000000000000000000000000000000000000000000000000000000000110000000000000001"},

{"110000000000000000000000000000000000000000000000000000000000000000000000000000000000000000111111111111111111"},

{"110000000000000000000000000000000000000000000000000000000000000000000000000000000000000000110000000000000001"},

{"110000000000000000000000000000000000000000000000000000000000000000000000000000000000000000110000000000000001"},

{"110000000000000000000000000000000000000000000000000000000000000000000000000000000000000000110000000000000001"},

{"110000000000000000000000000000000000000000000000000000000000000000000000000000000000000000110000000000000001"},

{"110000000000000000000000000000000000000000000000000000000000000000000000000000000000000000110000000000000001"},

{"110000000000000000000000000000000000000000000000000000000000000000000000000000000000000000110000000000000001"},

{"111111111111111111111111111111111111111111111111111111111111111111111111111111111111111111111111111111111111"}

};

void drawmap(int\* x, int\* y, int\* mx, int\* my) {

cls(BLACK, WHITE);

int h, w;

for (h = 0; h < HEIGHT; h++) {

for (w = 0; w < WIDTH + 23; w++) {

char tmp = map1[h][w];

if (tmp == '0') {

printf(" ");

}

else if (tmp == '5') {

\*x = w;

\*y = h;

textcolor(GREEN1, BLACK);

printf("@");

textcolor(WHITE, BLACK);

}

else if (tmp == '9') {

\*mx = w;

\*my = h;

textcolor(RED1, BLACK);

printf("&");

textcolor(WHITE, BLACK);

}

/\*else if (tmp == '6') {

\*x = w;

\*y = h;

textcolor(GREEN1, BLACK);

printf("§");

textcolor(WHITE, BLACK);

}\*/

else if (tmp == '1') {

textcolor(WHITE, WHITE);

printf("#");

textcolor(WHITE, BLACK);

}

}

printf("\n");

}

}

void showmon(int oldx, int oldy, int newx, int newy) {

int i = 0;

if (i == 0) {

textcolor(RED1, BLACK);

gotoxy(oldx, oldy);

printf(" ");

gotoxy(oldx, oldy + 1);

printf(" ");

gotoxy(newx, newy);

printf("◎");

gotoxy(newx, newy + 1);

printf("▣");

}

else {

gotoxy(oldx, oldy);

printf(" ");

gotoxy(oldx, oldy + 1);

printf(" ");

gotoxy(newx, newy);

printf(" ");

gotoxy(newx, newy + 1);

printf(" ");

}

}

void erasemon(int oldx, int oldy, int newx, int newy) {

gotoxy(oldx, oldy);

printf(" ");

gotoxy(oldx, oldy + 1);

printf(" ");

gotoxy(newx, newy);

printf(" ");

gotoxy(newx, newy + 1);

printf(" ");

}

void showbullet(int oldx, int oldy, int newx, int newy) {

textcolor(WHITE, BLACK);

gotoxy(oldx, oldy);

printf(" ");

gotoxy(newx, newy);

printf("＊");

}

void erasebullet(int oldx, int oldy, int newx, int newy) {

gotoxy(oldx, oldy);

printf(" ");

gotoxy(newx, newy);

printf(" ");

}

void movemon(int oldx, int oldy, int mon\_ox, int mon\_oy, int mon\_nx, int mon\_ny) {

if ((oldx - mon\_ox) > 0)

mon\_nx += 1;

else if ((oldx - mon\_ox) < 0)

mon\_nx -= 1;

if ((oldy - mon\_oy) > 0)

mon\_ny += 1;

else if ((oldy - mon\_oy) < 0)

mon\_ny -= 1;

showmon(mon\_ox, mon\_oy, mon\_nx, mon\_ny);

mon\_ox = mon\_nx;

mon\_oy = mon\_ny;

}

void show\_item() { //랜덤 아이템

int x, y;

x = rand() % (WIDTH - 5) + 2;

y = rand() % (HEIGHT - 4) + 2; // 제일 상단은 피한다

textcolor(YELLOW2, BLACK);

gotoxy(x, y);

printf("■");

item[x][y] = 1;

textcolor(WHITE, BLACK);

}

void show\_item2() { //랜덤 아이템2

int x, y;

x = rand() % (WIDTH - 5) + 2;

y = rand() % (HEIGHT - 4) + 2; // 제일 상단은 피한다

textcolor(YELLOW2, BLACK);

gotoxy(x, y);

printf("□");

item2[x][y] = 1;

textcolor(WHITE, BLACK);

}

void show\_item3() { //랜덤 아이템3

int x, y;

x = rand() % (WIDTH - 5) + 2;

y = rand() % (HEIGHT - 4) + 2; // 제일 상단은 피한다

textcolor(YELLOW1, BLACK);

gotoxy(x, y);

printf("‡");

item3[x][y] = 1;

textcolor(WHITE, BLACK);

}

void show\_item4() { //랜덤 아이템4

int x, y;

x = rand() % (WIDTH - 5) + 2;

y = rand() % (HEIGHT - 4) + 2; // 제일 상단은 피한다

textcolor(MAGENTA2, BLACK);

gotoxy(x, y);

printf("§");

item4[x][y] = 1;

textcolor(WHITE, BLACK);

}

void show\_item5() { //랜덤 아이템

int x, y;

x = rand() % (WIDTH - 5) + 2;

y = rand() % (HEIGHT - 4) + 2; // 제일 상단은 피한다

textcolor(YELLOW2, BLACK);

gotoxy(x, y);

printf("■");

item5[x][y] = 1;

textcolor(WHITE, BLACK);

}

void show\_item6() { //랜덤 아이템2

int x, y;

x = rand() % (WIDTH - 5) + 2;

y = rand() % (HEIGHT - 4) + 2; // 제일 상단은 피한다

textcolor(YELLOW2, BLACK);

gotoxy(x, y);

printf("■");

item6[x][y] = 1;

textcolor(WHITE, BLACK);

}

void show\_item7() { //랜덤 아이템4

int x, y;

x = rand() % (WIDTH - 5) + 2;

y = rand() % (HEIGHT - 4) + 2; // 제일 상단은 피한다

textcolor(YELLOW2, BLACK);

gotoxy(x, y);

printf("■");

item7[x][y] = 1;

textcolor(WHITE, BLACK);

}

void show\_item8() { //랜덤 아이템4

int x, y;

x = rand() % (WIDTH - 5) + 2;

y = rand() % (HEIGHT - 4) + 2; // 제일 상단은 피한다

textcolor(YELLOW2, BLACK);

gotoxy(x, y);

printf("■");

item8[x][y] = 1;

textcolor(WHITE, BLACK);

}

int gloop1(int mapcode) { //1단계

START:

removeCursor();

int mon\_frame\_sync = 30;

int v\_size = 0;

int v\_size2 = 0;

int oldx1 = 82, oldy1 = 2;

int newx1 = 82, newy1 = 2;

int oldx2 = 86, oldy2 = 4;

int newx2 = 86, newy2 = 4;

int x = 4, y = 31;

int mx, my;

unsigned char ch;

unsigned char ch1;

unsigned char ch2;

int playing = 1;

int mon\_ox = 10, mon\_oy = 28; // monster 좌표

int mon\_nx = 10, mon\_ny = 28;

int mon\_ox2 = 40, mon\_oy2 = 25; // monster 좌표

int mon\_nx2 = 40, mon\_ny2 = 25;

int mon\_ox3 = 35, mon\_oy3 = 25; // monster 좌표

int mon\_nx3 = 35, mon\_ny3 = 25;

int mon\_ox4 = 41, mon\_oy4 = 30; // monster 좌표

int mon\_nx4 = 41, mon\_ny4 = 30;

int frame\_count = 0;

int keep\_moving;

int p1\_frame\_sync = 7; // 처음 시작은 10 frame 마다 이동, 즉, 100msec 마다 이동

drawmap(&x, &y, &mx, &my);

showplayer1(oldx1, oldy1, newx1, newy1);

showplayer2(oldx2, oldy2, newx2, newy2);

show\_key(x, y);

ch1 = ch2 = 0; // 초기값 정지상태

keep\_moving = 1;

while (1) {

if (kbhit() == 1) { // 키보드가 눌려져 있으면

ch = getch(); // key 값을 읽는다

if (ch == ESC) {

cls(BLACK, WHITE);

break;

}

// ESC 누르면 프로그램 종료 추가

//

if (ch == SPECIAL1 || ch == SPECIAL2) { // 만약 특수키

// 예를 들어 UP key의 경우 0xe0 0x48 두개의 문자가 들어온다.

ch1 = getch();

switch (ch1) {

case UP:

case DOWN:

case LEFT:

case RIGHT:

keep\_moving = 1;

break;

default: // 방향키가 아니면 멈춘다

keep\_moving = 1;

}

}

else {

ch2 = ch;

// Player2은 AWSD 로 움직인다.

switch (ch2) {

case UP2:

case DOWN2:

case LEFT2:

case RIGHT2://player2만 방향 전환

keep\_moving = 1;

break;

default:// 방향 전환이 아니면

keep\_moving = 1;

}

// 특수 문자가 아니지만 AWSD를 방향키 대신 사용하는 경우 처리

}

}

// 1p monster의 움직임 처리

if (frame\_count % mon\_frame\_sync == 0) {

if ((oldx1 - mon\_ox) > 0)

mon\_nx += 1;

else if ((oldx1 - mon\_ox) < 0)

mon\_nx -= 1;

if ((oldy1 - mon\_oy) > 0)

mon\_ny += 1;

else if ((oldy1 - mon\_oy) < 0)

mon\_ny -= 1;

showmon(mon\_ox, mon\_oy, mon\_nx, mon\_ny);

mon\_ox = mon\_nx;

mon\_oy = mon\_ny;

if ((oldx1 - mon\_ox2) > 0)

mon\_nx2 += 1;

else if ((oldx1 - mon\_ox2) < 0)

mon\_nx2 -= 1;

if ((oldy1 - mon\_oy2) > 0)

mon\_ny2 += 1;

else if ((oldy1 - mon\_oy2) < 0)

mon\_ny2 -= 1;

showmon(mon\_ox2, mon\_oy2, mon\_nx2, mon\_ny2);

mon\_ox2 = mon\_nx2;

mon\_oy2 = mon\_ny2;

//2p 몬스터 움직임

if ((oldx2 - mon\_ox3) > 0)

mon\_nx3 += 1;

else if ((oldx2 - mon\_ox3) < 0)

mon\_nx3 -= 1;

if ((oldy2 - mon\_oy3) > 0)

mon\_ny3 += 1;

else if ((oldy2 - mon\_oy3) < 0)

mon\_ny3 -= 1;

showmon(mon\_ox3, mon\_oy3, mon\_nx3, mon\_ny3);

mon\_ox3 = mon\_nx3;

mon\_oy3 = mon\_ny3;

if ((oldx2 - mon\_ox4) > 0)

mon\_nx4 += 1;

else if ((oldx2 - mon\_ox4) < 0)

mon\_nx4 -= 1;

if ((oldy2 - mon\_oy4) > 0)

mon\_ny4 += 1;

else if ((oldy2 - mon\_oy4) < 0)

mon\_ny4 -= 1;

showmon(mon\_ox4, mon\_oy4, mon\_nx4, mon\_ny4);

mon\_ox4 = mon\_nx4;

mon\_oy4 = mon\_ny4;

}

if (keep\_moving && frame\_count % p1\_frame\_sync == 0) { // 1p 움직이고 있으면

switch (ch1) {

case UP:

if (oldy1 > 2)

newy1 = oldy1 - 1;

break;

case DOWN:

if (oldy1 < HEIGHT - 4)

newy1 = oldy1 + 1;

break;

case LEFT:

if (oldx1 > 2)

newx1 = oldx1 - 1;

break;

case RIGHT:

if (oldx1 < WIDTH - 4)

newx1 = oldx1 + 1;

break;

}

switch (ch2) { //2p

case UP2:

if (oldy2 > 2)

newy2 = oldy2 - 1;

break;

case DOWN2:

if (oldy2 < HEIGHT - 4)

newy2 = oldy2 + 1;

break;

case LEFT2:

if (oldx2 > 2)

newx2 = oldx2 - 1;

break;

case RIGHT2:

if (oldx2 < WIDTH - 4)

newx2 = oldx2 + 1;

break;

}

}

showplayer1(oldx1, oldy1, newx1, newy1); // Player 이동 표시

oldx1 = newx1; // 마지막 위치를 기억한다.

oldy1 = newy1;

showplayer2(oldx2, oldy2, newx2, newy2); // Player 이동 표시

oldx2 = newx2; // 마지막 위치를 기억한다.

oldy2 = newy2;

keep\_moving = 1; //1:계속이동, 0:한번에 한칸씩이동

if ((newx1 == mon\_ox && newy1 == mon\_ny) || (newx1 == mon\_ox2 && newy1 == mon\_ny2) || (newx2 == x && newy2 == y)|| (newx2 == x && newy2+1 == y)) {

cls(BLACK, WHITE);

while (1) {

int c1, c2;

do { // 색을 변경하면서 Game Over 출력

c1 = rand() % 16;

c2 = rand() % 16;

} while (c1 == c2);

gotoxy(50, 20);

printf("2p win");

textcolor(c1, c2);

gotoxy(45, 10);

printf("\*\* Game Over \*\*");

gotoxy(20, 13);

textcolor(WHITE, BLACK);

printf("'R'을 누르면 재시작 하고 'q'를 누르면 난이도 선택 메뉴로 넘어갑니다");

Sleep(300);

if (kbhit()) {

ch = getch();

if (ch == 'r' || ch == 'q')

break;

}

}

if (ch == 'r')

goto START;

else if (ch == 'q') {

cls(BLACK, WHITE);

return 0;

}

gotoxy(0, HEIGHT - 1);

}

else if ((newx2 == mon\_ox3 && newy2 == mon\_ny3) || (newx2 == mon\_ox4 && newy2 == mon\_ny4) || (newx1 == x && newy1 == y) ||(newx1 == x && newy1+1 == y)) {

cls(BLACK, WHITE);

while (1) {

int c1, c2;

do { // 색을 변경하면서 Game Over 출력

c1 = rand() % 16;

c2 = rand() % 16;

} while (c1 == c2);

gotoxy(50, 20);

printf("1p win");

textcolor(c1, c2);

gotoxy(45, 10);

printf("\*\* Game Over \*\*");

gotoxy(24, 13);

textcolor(WHITE, BLACK);

printf("'R'을 누르면 재시작 하고 'q'를 누르면 난이도 선택 메뉴로 넘어갑니다");

Sleep(300);

if (kbhit()) {

ch = getch();

if (ch == 'r' || ch == 'q')

break;

}

}

if (ch == 'r')

goto START;

else if (ch == 'q') {

cls(BLACK, WHITE);

return 0;

}

gotoxy(0, HEIGHT - 1);

}

Sleep(Delay); // Delay를 줄이면 속도가 빨라진다.

frame\_count++;

}

}

int gloop2(int mapcode) { //2단계

START:

init\_game();

int mon\_frame\_sync = 20;

int iteminterval = 5;

int iteminterval2 = 9;

int v\_size = 0;

int v\_size2 = 0;

int LIFE = 5; //생명

int LIFE2 = 5;

int bullet = 5;

int delay = 10;

int SPEED = 1;

int SPEED2 = 1;

int run\_time, start\_time, remain\_time, last\_remain\_time;

int run\_time2, start\_time2, remain\_time2, last\_remain\_time2;

int gold\_time = 0;

int gold\_time2 = 0;

start\_time = time(NULL);

start\_time2 = time(NULL);

last\_remain\_time = remain\_time = time\_out;

last\_remain\_time2 = remain\_time2 = time\_out;

int bullet\_size2 = 0;

int oldx1 = 82, oldy1 = 2;

int newx1 = 82, newy1 = 2;

int oldx2 = 86, oldy2 = 4;

int newx2 = 86, newy2 = 4;

int x = 4, y = 30;

int mx, my;

int i;

unsigned char ch;

unsigned char ch1;

unsigned char ch2; int playing = 1;

ch1 = ch2 = 0;

int box = -1, bnx = -1;

int boy = -1, bny = -1;

int box2 = -1, bnx2 = -1;

int boy2 = -1, bny2 = -1;

int box3 = -1, bnx3 = -1;

int boy3 = -1, bny3 = -1;

int box4 = -1, bnx4 = -1;

int boy4 = -1, bny4 = -1;

int mon\_ox = 10, mon\_oy = 30; // monster 좌표

int mon\_nx = 10, mon\_ny = 30;

int mon\_ox2 = 40, mon\_oy2 = 30; // monster 좌표

int mon\_nx2 = 40, mon\_ny2 = 30;

int mon\_ox3 = 35, mon\_oy3 = 31; // monster 좌표

int mon\_nx3 = 35, mon\_ny3 = 31;

int mon\_ox4 = 51, mon\_oy4 = 32; // monster 좌표

int mon\_nx4 = 51, mon\_ny4 = 32;

int frame\_count = 0;

int keep\_moving=1;

int mon\_life = 5;

int bullet\_size = 0;

int p1\_frame\_sync = 10; // 처음 시작은 10 frame 마다 이동, 즉, 100msec 마다 이동

int p2\_frame\_sync = 10;

int p1\_speed = 1;

int p2\_speed = 1;

drawmap(&x, &y, &mx, &my);

removeCursor();

showplayer1(oldx1, oldy1, newx1, newy1);

showplayer2(oldx2, oldy2, newx2, newy2);

textcolor(WHITE, BLACK);

ch = 0; // 초기값 정지상태

keep\_moving = 0;

while (1) {

run\_time = time(NULL) - start\_time;

if (run\_time > gold\_time && (run\_time % iteminterval == 0)) {

show\_item();

show\_item2();

gold\_time = run\_time; // 마지막 GOLD 표시 시간 기억

}

run\_time2 = time(NULL) - start\_time2;

if (run\_time2 > gold\_time2 && (run\_time2 % iteminterval2 == 0)) {

show\_item3();

show\_item4();

gold\_time2 = run\_time2; // 마지막 GOLD 표시 시간 기억

}

if (kbhit() == 1) { // 키보드가 눌려져 있으면

ch = getch(); // key 값을 읽는다

if (ch == ESC) {// ESC 누르면 프로그램 종료 추가

cls(BLACK, WHITE);

break;

}

if (ch == SPECIAL1 || ch == SPECIAL2) { // 만약 특수키

// 예를 들어 UP key의 경우 0xe0 0x48 두개의 문자가 들어온다.

ch1 = getch();

switch (ch1) {

case UP:

case DOWN:

case LEFT:

case RIGHT:

case SPACE:

case M:

keep\_moving = 1;

break;

default: // 방향키가 아니면 멈춘다

keep\_moving = 1;

}

}

else {

ch2 = ch;// Player2은 AWSD 로 움직인다.

switch (ch2) {

case UP2:

case DOWN2:

case LEFT2:

case RIGHT2://player2만 방향 전환

case G:

case H:

keep\_moving = 1;

break;

default:// 방향 전환이 아니면

keep\_moving = 1;

}

// 특수 문자가 아니지만 AWSD를 방향키 대신 사용하는 경우 처리

}

if (ch == SPACE) { //총알 구현

if (bullet\_size != 0) {

bnx = box = oldx1 - 1;

bny = boy = oldy1;

showbullet(box, boy, bnx, bny); //총알을 그림

bullet\_size--;

}

}

if (ch == M) { //1p 총

if (bullet\_size != 0) {

bnx2 = box2 = oldx1 - 1;

bny2 = boy2 = oldy1;

showbullet(box2, boy2, bnx2, bny2); //총알을 그림

bullet\_size--;

}

}

if (ch2 == G) { //2p 총

if (bullet\_size2 != 0) {

bnx3 = box3 = oldx2 - 1;

bny3 = boy3 = oldy2;

showbullet(box3, boy3, bnx3, bny3); //총알을 그림

bullet\_size2--;

}

}

if (ch2 == H) { //2p 총

if (bullet\_size2 != 0) {

bnx4 = box4 = oldx2 - 1;

bny4 = boy4 = oldy2;

showbullet(box4, boy4, bnx4, bny4); //총알을 그림

bullet\_size2--;

}

}

}

if (keep\_moving && frame\_count % p1\_frame\_sync == 0) { // 1p 움직이고 있으면

switch (ch1) {

case UP:

if (oldy1 > 2)

newy1 = oldy1 - SPEED;

if (ch == SPACE) {

if (boy > 2)

bny = boy - 1;

}

keep\_moving = 1;

break;

case DOWN:

if (oldy1 < HEIGHT - 4)

newy1 = oldy1 + SPEED;

if (ch == SPACE) {

if (boy > 2)

bny = boy + 1;

}

keep\_moving = 1;

break;

case LEFT:

if (oldx1 > 2)

newx1 = oldx1 - SPEED;

if (ch == SPACE) {

if (box > 2)

bnx = box - 1;

}

keep\_moving = 1;

break;

case RIGHT:

if (oldx1 < WIDTH - 4)

newx1 = oldx1 + SPEED;

if (ch == SPACE) {

if (box > 2)

bnx = box - 1;

}

keep\_moving = 1;

break;

}

}

if (keep\_moving && frame\_count % p2\_frame\_sync == 0) {

switch (ch2) { //2p

case UP2:

if (oldy2 > 2)

newy2 = oldy2 - SPEED2;

break;

case DOWN2:

if (oldy2 < HEIGHT - 4)

newy2 = oldy2 + SPEED2;

break;

case LEFT2:

if (oldx2 > 2)

newx2 = oldx2 - SPEED2;

break;

case RIGHT2:

if (oldx2 < WIDTH - 4)

newx2 = oldx2 + SPEED2;

break;

}

}

showplayer1(oldx1, oldy1, newx1, newy1); // Player 이동 표시

oldx1 = newx1; // 마지막 위치를 기억한다.

oldy1 = newy1;

keep\_moving = 1; //1:계속이동, 0:한번에 한칸씩이동

showplayer2(oldx2, oldy2, newx2, newy2); // Player 이동 표시

oldx2 = newx2; // 마지막 위치를 기억한다.

oldy2 = newy2;

keep\_moving = 1; //1:계속이동, 0:한번에 한칸씩이동

if (box != -1 && frame\_count % bullet\_frame\_sync == 0) {// 불렛이 몬스터와 닿으면 추적 중지

// // 아래 총알의 움직임 처리

if ((mon\_ox - box) > 0) {

bnx = box + 1;

}

else if ((mon\_ox - box) < 0) {

bnx = box - 1;

}

if ((mon\_oy - boy) > 0) {

bny = boy + 1;

}

else if ((mon\_oy - boy) < 0) {

bny = boy - 1;

}

if (box == mon\_ox && boy == mon\_oy) {

//mon\_ox = box;

//mon\_oy = boy;

erasemon(mon\_ox, mon\_oy, mon\_nx, mon\_ny);

box = -1;

erasebullet(mon\_ox, mon\_oy, mon\_nx, mon\_ny);

}

else {

showbullet(box, boy, bnx, bny); //총알을 그림

box = bnx;

boy = bny;

}

showbullet(box, boy, bnx, bny); //총알을 그림

box = bnx;

boy = bny;

}

if (box2 != -1 && frame\_count % bullet\_frame\_sync == 0) {// 2불렛이 2몬스터와 닿으면 추적 중지

// // 아래 총알의 움직임 처리

if ((mon\_ox2 - box2) > 0) {

bnx2 = box2 + 1;

}

else if ((mon\_ox2 - box2) < 0) {

bnx2 = box2 - 1;

}

if ((mon\_oy2 - boy2) > 0) {

bny2 = boy2 + 1;

}

else if ((mon\_oy2 - boy2) < 0) {

bny2 = boy2 - 1;

}

if (box2 == mon\_ox2 && boy2 == mon\_oy2) {

//mon\_ox = box;

//mon\_oy = boy;

erasemon(mon\_ox2, mon\_oy2, mon\_nx2, mon\_ny2);

box2 = -1;

erasebullet(mon\_ox2, mon\_oy2, mon\_nx2, mon\_ny2);

}

else {

showbullet(box2, boy2, bnx2, bny2); //총알을 그림

box2 = bnx2;

boy2 = bny2;

}

showbullet(box2, boy2, bnx2, bny2); //총알을 그림

box2 = bnx2;

boy2 = bny2;

}

if (box3 != -1 && frame\_count % bullet\_frame\_sync == 0) {// 2불렛이 2몬스터와 닿으면 추적 중지

// // 아래 총알의 움직임 처리

if ((mon\_ox3 - box3) > 0) {

bnx3 = box3 + 1;

}

else if ((mon\_ox3 - box3) < 0) {

bnx3 = box3 - 1;

}

if ((mon\_oy3 - boy3) > 0) {

bny3 = boy3 + 1;

}

else if ((mon\_oy3 - boy3) < 0) {

bny3 = boy3 - 1;

}

if (box3 == mon\_ox3 && boy3 == mon\_oy3) {

//mon\_ox = box;

//mon\_oy = boy;

erasemon(mon\_ox3, mon\_oy3, mon\_nx3, mon\_ny3);

box3 = -1;

erasebullet(mon\_ox3, mon\_oy3, mon\_nx3, mon\_ny3);

}

else {

showbullet(box3, boy3, bnx3, bny3); //총알을 그림

box3 = bnx3;

boy3 = bny3;

}

showbullet(box3, boy3, bnx3, bny3); //총알을 그림

box3 = bnx3;

boy3 = bny3;

}

if (box4 != -1 && frame\_count % bullet\_frame\_sync == 0) {// 2불렛이 2몬스터와 닿으면 추적 중지

// // 아래 총알의 움직임 처리

if ((mon\_ox4 - box4) > 0) {

bnx4 = box4 + 1;

}

else if ((mon\_ox4 - box4) < 0) {

bnx4 = box4 - 1;

}

if ((mon\_oy4 - boy4) > 0) {

bny4 = boy4 + 1;

}

else if ((mon\_oy4 - boy4) < 0) {

bny4 = boy4 - 1;

}

if (box4 == mon\_ox4 && boy4 == mon\_oy4) {

//mon\_ox = box;

//mon\_oy = boy;

erasemon(mon\_ox4, mon\_oy4, mon\_nx4, mon\_ny4);

box4 = -1;

erasebullet(mon\_ox4, mon\_oy4, mon\_nx4, mon\_ny4);

}

else {

showbullet(box4, boy4, bnx4, bny4); //총알을 그림

box4 = bnx4;

boy4 = bny4;

}

showbullet(box4, boy4, bnx4, bny4); //총알을 그림

box4 = bnx4;

boy4 = bny4;

}

textcolor(WHITE, BLACK);

gotoxy(98, 2);

printf("1p");

gotoxy(96, 7);

printf("MAX 10");

gotoxy(98, 16);

printf("2p");

gotoxy(96, 21);

printf("MAX 10");

if (item4[oldx1][oldy1] || item4[oldx1][oldy1 + 1]) { //1p 백신 증가

item4[oldx1][oldy1] = 0;

item4[oldx1][oldy1 + 1] = 0;

v\_size++;

}

if (item4[oldx2][oldy2] || item4[oldx2][oldy2 + 1]) { //2p 백신 증가

item4[oldx2][oldy2] = 0;

item4[oldx2][oldy2 + 1] = 0;

v\_size2++;

}

if (v\_size == 1) {

textcolor(MAGENTA2, BLACK);

gotoxy(95, 11);

printf("§");

textcolor(WHITE, BLACK);

}

if (v\_size == 2) {

textcolor(MAGENTA2, BLACK);

gotoxy(95, 11);

printf("§§");

textcolor(WHITE, BLACK);

}

if (v\_size == 3) {

textcolor(MAGENTA2, BLACK);

gotoxy(95, 11);

printf("§§§");

textcolor(WHITE, BLACK);

}

if (v\_size == 4) {

textcolor(MAGENTA2, BLACK);

gotoxy(95, 11);

printf("§§§§");

textcolor(WHITE, BLACK);

}

if (v\_size2 == 1) {

textcolor(MAGENTA2, BLACK);

gotoxy(95, 25);

printf("§");

textcolor(WHITE, BLACK);

}

if (v\_size2 == 2) {

textcolor(MAGENTA2, BLACK);

gotoxy(95, 25);

printf("§§");

textcolor(WHITE, BLACK);

}

if (v\_size2 == 3) {

textcolor(MAGENTA2, BLACK);

gotoxy(95, 25);

printf("§§§");

textcolor(WHITE, BLACK);

}

if (v\_size2 == 4) {

textcolor(MAGENTA2, BLACK);

gotoxy(95, 25);

printf("§§§§");

textcolor(WHITE, BLACK);

}

if (item[oldx1][oldy1] || item[oldx1][oldy1 + 1]) { //1p 아이템 먹으면 속도 증가

if (p1\_frame\_sync != 1) {

item[oldx1][oldy1] = 0;

item[oldx1][oldy1 + 1] = 0;

p1\_frame\_sync--;

p1\_speed++;

}

}

if (item[oldx2][oldy2] || item[oldx2][oldy2 + 1]) { //2p 아이템 먹으면 속도 증가

if (p2\_frame\_sync != 1) {

item[oldx2][oldy2] = 0;

item[oldx2][oldy2 + 1] = 0;

p2\_frame\_sync -= 1;

p2\_speed++;

}

}

if (item2[oldx1][oldy1] || item2[oldx1][oldy1 + 1]) { //1p 아이템 먹으면 속도 감소

if (p1\_frame\_sync != 11) {

item2[oldx1][oldy1] = 0;

item2[oldx1][oldy1 + 1] = 0;

p1\_frame\_sync++;

p1\_speed--;

}

}

if (item2[oldx2][oldy2] || item2[oldx2][oldy2 + 1]) { //2p 아이템 먹으면 속도 감소

if (p2\_frame\_sync != 11) {

item2[oldx2][oldy2] = 0;

item2[oldx2][oldy2 + 1] = 0;

p2\_frame\_sync += 1;

p2\_speed--;

}

}

if (item3[oldx1][oldy1] || item3[oldx1][oldy1 + 1]) { //1p 총알 갯수 증가

if (bullet\_size != 2) {

item3[oldx1][oldy1] = 0;

item3[oldx1][oldy1 + 1] = 0;

bullet\_size++;

}

}

if (item3[oldx2][oldy2] || item3[oldx2][oldy2 + 1]) { //2p 총알 갯수 증가

if (bullet\_size != 2) {

item3[oldx2][oldy2] = 0;

item3[oldx2][oldy2 + 1] = 0;

bullet\_size2++;

}

}

if (bullet\_size == 0) {

gotoxy(97, 9);

printf("총알");

gotoxy(97, 10);

printf(" ");

}

if (bullet\_size == 1) {

gotoxy(97, 10);

printf(" ");

gotoxy(97, 10);

printf("ⅰ");

}

if (bullet\_size == 2) {

gotoxy(97, 10);

printf(" ");

gotoxy(97, 10);

printf("ⅰⅰ");

}

if (bullet\_size == 0) {

gotoxy(97, 23);

printf("총알");

gotoxy(97, 24);

printf(" ");

}

if (bullet\_size2 == 1) {

gotoxy(97, 24);

printf(" ");

gotoxy(97, 24);

printf("ⅰ");

}

if (bullet\_size2 == 2) {

gotoxy(97, 24);

printf(" ");

gotoxy(97, 24);

printf("ⅰⅰ");

}

if (p1\_speed == 1) {

gotoxy(95, 6);

printf("속도 : %d", p1\_speed);

}

else if (p1\_speed == 2) {

gotoxy(95, 6);

printf("속도 : %d", p1\_speed);

}

else if (p1\_speed == 3) {

gotoxy(95, 6);

printf("속도 : %d", p1\_speed);

}

else if (p1\_speed == 4) {

gotoxy(95, 6);

printf("속도 : %d", p1\_speed);

}

else if (p1\_speed == 5) {

gotoxy(95, 6);

printf("속도 : %d", p1\_speed);

}

else if (p1\_speed == 6) {

gotoxy(95, 6);

printf("속도 : %d", p1\_speed);

}

else if (p1\_speed == 7) {

gotoxy(95, 6);

printf("속도 : %d", p1\_speed);

}

else if (p1\_speed == 8) {

gotoxy(95, 6);

printf("속도 : %d", p1\_speed);

}

else if (p1\_speed == 9) {

gotoxy(95, 6);

printf(" ");

gotoxy(95, 6);

printf("속도 : %d", p1\_speed);

}

else if (p1\_speed == 10) {

gotoxy(95, 6);

printf("속도 : %d", p1\_speed);

}

if (p2\_speed == 1) {

gotoxy(95, 20);

printf("속도 : %d", p2\_speed);

}

else if (p2\_speed == 2) {

gotoxy(95, 20);

printf("속도 : %d", p2\_speed);

}

else if (p2\_speed == 3) {

gotoxy(95, 20);

printf("속도 : %d", p2\_speed);

}

else if (p2\_speed == 4) {

gotoxy(95, 20);

printf("속도 : %d", p2\_speed);

}

else if (p2\_speed == 5) {

gotoxy(95, 20);

printf("속도 : %d", p2\_speed);

}

else if (p2\_speed == 6) {

gotoxy(95, 20);

printf("속도 : %d", p2\_speed);

}

else if (p2\_speed == 7) {

gotoxy(95, 20);

printf("속도 : %d", p2\_speed);

}

else if (p2\_speed == 8) {

gotoxy(95, 20);

printf("속도 : %d", p2\_speed);

}

else if (p2\_speed == 9) {

gotoxy(95, 20);

printf(" ");

gotoxy(95, 20);

printf("속도 : %d", p2\_speed);

}

else if (p2\_speed == 10) {

gotoxy(95, 20);

printf(" ");

gotoxy(95, 20);

printf("속도 : %d", p2\_speed);

}

// 1p monster의 움직임 처리

if (frame\_count % mon\_frame\_sync == 0) {

if (mon\_nx != box) {

if ((oldx1 - mon\_ox) > 0)

mon\_nx += 1;

else if ((oldx1 - mon\_ox) < 0)

mon\_nx -= 1;

if ((oldy1 - mon\_oy) > 0)

mon\_ny += 1;

else if ((oldy1 - mon\_oy) < 0)

mon\_ny -= 1;

showmon(mon\_ox, mon\_oy, mon\_nx, mon\_ny);

mon\_ox = mon\_nx;

mon\_oy = mon\_ny;

}

}

if (frame\_count % mon\_frame\_sync == 0) {

if (mon\_nx2 != box2) {

if ((oldx1 - mon\_ox2) > 0)

mon\_nx2 += 1;

else if ((oldx1 - mon\_ox2) < 0)

mon\_nx2 -= 1;

if ((oldy1 - mon\_oy2) > 0)

mon\_ny2 += 1;

else if ((oldy1 - mon\_oy2) < 0)

mon\_ny2 -= 1;

showmon(mon\_ox2, mon\_oy2, mon\_nx2, mon\_ny2);

mon\_ox2 = mon\_nx2;

mon\_oy2 = mon\_ny2;

}

}

//2p 몬스터 움직임

if (frame\_count % mon\_frame\_sync == 0) {

if (mon\_nx3 != box3) {

if ((oldx2 - mon\_ox3) > 0)

mon\_nx3 += 1;

else if ((oldx2 - mon\_ox3) < 0)

mon\_nx3 -= 1;

if ((oldy2 - mon\_oy3) > 0)

mon\_ny3 += 1;

else if ((oldy2 - mon\_oy3) < 0)

mon\_ny3 -= 1;

showmon(mon\_ox3, mon\_oy3, mon\_nx3, mon\_ny3);

mon\_ox3 = mon\_nx3;

mon\_oy3 = mon\_ny3;

}

}

if (frame\_count % mon\_frame\_sync == 0) {

if (mon\_nx4 != box4) {

if ((oldx2 - mon\_ox4) > 0)

mon\_nx4 += 1;

else if ((oldx2 - mon\_ox4) < 0)

mon\_nx4 -= 1;

if ((oldy2 - mon\_oy4) > 0)

mon\_ny4 += 1;

else if ((oldy2 - mon\_oy4) < 0)

mon\_ny4 -= 1;

showmon(mon\_ox4, mon\_oy4, mon\_nx4, mon\_ny4);

mon\_ox4 = mon\_nx4;

mon\_oy4 = mon\_ny4;

}

}

if ((oldx1 == mon\_nx && oldy1 == mon\_ny) || (oldx1 == mon\_nx && oldy1 + 1 == mon\_ny)) { //몬스터 접촉후 무적시간

if (frame\_count % mon\_frame\_sync == 0) {

if (mon\_nx != box) {

showmon(mon\_ox, mon\_oy, mon\_nx, mon\_ny);

mon\_ox = mon\_nx;

mon\_oy = mon\_ny;

LIFE = LIFE - 1;

}

}

}

if ((oldx1 == mon\_nx3 && oldy1 == mon\_ny3) || (oldx1 == mon\_nx3 && oldy1 + 1 == mon\_ny3)) { //몬스터 접촉후 무적시간

if (frame\_count % mon\_frame\_sync == 0) {

if (mon\_nx3 != box) {

showmon(mon\_ox3, mon\_oy3, mon\_nx3, mon\_ny3);

mon\_ox3 = mon\_nx3;

mon\_oy3 = mon\_ny3;

LIFE = LIFE - 1;

}

}

}

if ((oldx1 == mon\_nx2 && oldy1 == mon\_ny2) || (oldx1 == mon\_nx2 && oldy1 + 1 == mon\_ny2)) {//몬스터 접촉후 무적시간

if (frame\_count % mon\_frame\_sync == 0) {

if (mon\_nx2 != box2) {

showmon(mon\_ox2, mon\_oy2, mon\_nx2, mon\_ny2);

mon\_ox2 = mon\_nx2;

mon\_oy2 = mon\_ny2;

LIFE = LIFE - 1;

}

}

}

if ((oldx1 == mon\_nx4 && oldy1 == mon\_ny4) || (oldx1 == mon\_nx4 && oldy1 + 1 == mon\_ny4)) {//몬스터 접촉후 무적시간

if (frame\_count % mon\_frame\_sync == 0) {

if (mon\_nx4 != box2) {

showmon(mon\_ox4, mon\_oy4, mon\_nx4, mon\_ny4);

mon\_ox4 = mon\_nx4;

mon\_oy4 = mon\_ny4;

LIFE = LIFE - 1;

}

}

}

if ((oldx2 == mon\_nx3 && oldy2 == mon\_ny3) || (oldx2 == mon\_nx3 && oldy2 + 1 == mon\_ny3)) {//몬스터 접촉후 무적시간

if (frame\_count % mon\_frame\_sync == 0) {

if (mon\_nx3 != box3) {

showmon(mon\_ox3, mon\_oy3, mon\_nx3, mon\_ny3);

mon\_ox3 = mon\_nx3;

mon\_oy3 = mon\_ny3;

LIFE2 = LIFE2 - 1;

}

}

}

if ((oldx2 == mon\_nx && oldy2 == mon\_ny) || (oldx2 == mon\_nx && oldy2 + 1 == mon\_ny)) {//몬스터 접촉후 무적시간

if (frame\_count % mon\_frame\_sync == 0) {

if (mon\_nx != box3) {

showmon(mon\_ox, mon\_oy, mon\_nx, mon\_ny);

mon\_ox = mon\_nx;

mon\_oy = mon\_ny;

LIFE2 = LIFE2 - 1;

}

}

}

if ((oldx2 == mon\_nx4 && oldy2 == mon\_ny4) || (oldx2 == mon\_nx4 && oldy2 + 1 == mon\_ny4)) {//몬스터 접촉후 무적시간

if (frame\_count % mon\_frame\_sync == 0) {

if (mon\_nx4 != box4) {

showmon(mon\_ox4, mon\_oy4, mon\_nx4, mon\_ny4);

mon\_ox4 = mon\_nx4;

mon\_oy4 = mon\_ny4;

LIFE2 = LIFE2 - 1;

}

}

}

if ((oldx2 == mon\_nx2 && oldy2 == mon\_ny2) || (oldx2 == mon\_nx2 && oldy2 + 1 == mon\_ny2)) {//몬스터 접촉후 무적시간

if (frame\_count % mon\_frame\_sync == 0) {

if (mon\_nx2 != box4) {

showmon(mon\_ox2, mon\_oy2, mon\_nx2, mon\_ny2);

mon\_ox2 = mon\_nx2;

mon\_oy2 = mon\_ny2;

LIFE2 = LIFE2 - 1;

}

}

}

if (LIFE == 5) {

textcolor(RED1, BLACK);

gotoxy(95, 4);

printf("♥♥♥♥♥");

textcolor(WHITE, BLACK);

}

else if (LIFE == 4) {

textcolor(RED1, BLACK);

gotoxy(95, 4);

printf("♥♥♥♥ ");

textcolor(WHITE, BLACK);

}

else if (LIFE == 3) {

textcolor(RED1, BLACK);

gotoxy(95, 4);

printf("♥♥♥ ");

textcolor(WHITE, BLACK);

}

else if (LIFE == 2) {

textcolor(RED1, BLACK);

gotoxy(95, 4);

printf("♥♥ ");

textcolor(WHITE, BLACK);

}

else if (LIFE == 1) {

textcolor(RED1, BLACK);

gotoxy(95, 4);

printf("♥ ");

textcolor(WHITE, BLACK);

}

if (LIFE2 == 5) {

textcolor(RED1, BLACK);

gotoxy(95, 18);

printf("♥♥♥♥♥");

textcolor(WHITE, BLACK);

}

else if (LIFE2 == 4) {

textcolor(RED1, BLACK);

gotoxy(95, 18);

printf("♥♥♥♥ ");

textcolor(WHITE, BLACK);

}

else if (LIFE2 == 3) {

textcolor(RED1, BLACK);

gotoxy(95, 18);

printf("♥♥♥ ");

textcolor(WHITE, BLACK);

}

else if (LIFE2 == 2) {

textcolor(RED1, BLACK);

gotoxy(95, 18);

printf("♥♥ ");

textcolor(WHITE, BLACK);

}

else if (LIFE2 == 1) {

textcolor(RED1, BLACK);

gotoxy(95, 18);

printf("♥ ");

textcolor(WHITE, BLACK);

}

if ((LIFE == 0) || (v\_size2 == 5)) {

cls(BLACK, WHITE);

while (1) {

int c1, c2;

do { // 색을 변경하면서 Game Over 출력

c1 = rand() % 16;

c2 = rand() % 16;

} while (c1 == c2);

// win2p();

gotoxy(50, 20);

printf("2p win");

textcolor(c1, c2);

gotoxy(45, 10);

printf("\*\* Game Over \*\*");

gotoxy(20, 13);

textcolor(WHITE, BLACK);

printf("'R'을 누르면 재시작 하고 'q'를 누르면 난이도 선택 메뉴로 넘어갑니다");

Sleep(300);

if (kbhit()) {

ch = getch();

if (ch == 'r' || ch == 'q')

break;

}

}

if (ch == 'r')

goto START;

else if (ch == 'q') {

cls(BLACK, WHITE);

break;

}

gotoxy(0, HEIGHT - 1);

}

else if ((LIFE2 == 0) || (v\_size == 5)) {

cls(BLACK, WHITE);

while (1) {

int c1, c2;

do { // 색을 변경하면서 Game Over 출력

c1 = rand() % 16;

c2 = rand() % 16;

} while (c1 == c2);

gotoxy(50, 20);

printf("1p win");

textcolor(c1, c2);

gotoxy(45, 10);

printf("\*\* Game Over \*\*");

gotoxy(20, 13);

textcolor(WHITE, BLACK);

printf("'R'을 누르면 재시작 하고 'q'를 누르면 난이도 선택 메뉴로 넘어갑니다");

Sleep(300);

if (kbhit()) {

ch = getch();

if (ch == 'r' || ch == 'q')

break;

}

}

if (ch == 'r')

goto START;

else if (ch == 'q') {

cls(BLACK, WHITE);

break;

}

gotoxy(0, HEIGHT - 1);

}

Sleep(delay);

// Delay를 줄이면 속도가 빨라진다.

frame\_count++;

}

}

int gloop3(int mapcode) { //2단계

START:

init\_game();

int mon\_frame\_sync1 = 20;

int mon\_frame\_sync2 = 17;

int mon\_frame\_sync3 = 19;

int mon\_frame\_sync4 = 20;

int mon\_frame\_sync5 = 22;

int mon\_frame\_sync6 = 17;

int mon\_frame\_sync7 = 19;

int mon\_frame\_sync8 = 20;

int iteminterval = 4;

int iteminterval2 = 10;

int v\_size = 0;

int v\_size2 = 0;

int mon\_v\_size = 0;

int LIFE = 5; //생명

int LIFE2 = 5;

int bullet = 5;

int delay = 10;

int SPEED = 1;

int SPEED2 = 1;

int run\_time, start\_time, remain\_time, last\_remain\_time;

int run\_time2, start\_time2, remain\_time2, last\_remain\_time2;

int gold\_time = 0;

int gold\_time2 = 0;

start\_time = time(NULL);

start\_time2 = time(NULL);

last\_remain\_time = remain\_time = time\_out;

last\_remain\_time2 = remain\_time2 = time\_out;

int bullet\_size2 = 0;

int oldx1 = 82, oldy1 = 2;

int newx1 = 82, newy1 = 2;

int oldx2 = 86, oldy2 = 4;

int newx2 = 86, newy2 = 4;

int x = 4, y = 30;

int mx, my;

int i;

unsigned char ch;

unsigned char ch1;

unsigned char ch2; int playing = 1;

ch1 = ch2 = 0;

int p1\_frame\_sync = 7; // 처음 시작은 10 frame 마다 이동, 즉, 100msec 마다 이동

int p2\_frame\_sync = 7;

int box = -1, bnx = -1;

int boy = -1, bny = -1;

int box2 = -1, bnx2 = -1;

int boy2 = -1, bny2 = -1;

int box3 = -1, bnx3 = -1;

int boy3 = -1, bny3 = -1;

int box4 = -1, bnx4 = -1;

int boy4 = -1, bny4 = -1;

int mon\_ox = 5, mon\_oy = 30; // monster 좌표

int mon\_nx = 5, mon\_ny = 30;

int mon\_ox2 = 30, mon\_oy2 = 30; // monster 좌표

int mon\_nx2 = 30, mon\_ny2 = 30;

int mon\_ox3 = 35, mon\_oy3 = 31; // monster 좌표

int mon\_nx3 = 35, mon\_ny3 = 31;

int mon\_ox4 = 41, mon\_oy4 = 32; // monster 좌표

int mon\_nx4 = 41, mon\_ny4 = 32;

int mon\_ox5 = 35, mon\_oy5 = 30; // monster 좌표

int mon\_nx5 = 35, mon\_ny5 = 30;

int mon\_ox6 = 50, mon\_oy6 = 32; // monster 좌표

int mon\_nx6 = 50, mon\_ny6 = 32;

int mon\_ox7 = 70, mon\_oy7 = 33; // monster 좌표

int mon\_nx7 = 70, mon\_ny7 = 33;

int mon\_ox8 = 67, mon\_oy8 = 33; // monster 좌표

int mon\_nx8 = 67, mon\_ny8 = 33;

int frame\_count = 0;

int keep\_moving = 1;

int mon\_life = 5;

int bullet\_size = 0;

int p1\_speed = 4;

int p2\_speed = 4;

drawmap(&x, &y, &mx, &my);

removeCursor();

showplayer1(oldx1, oldy1, newx1, newy1);

showplayer2(oldx2, oldy2, newx2, newy2);

textcolor(WHITE, BLACK);

ch = 0; // 초기값 정지상태

keep\_moving = 0;

while (1) {

run\_time = time(NULL) - start\_time;

if (run\_time > gold\_time && (run\_time % iteminterval == 0)) {

show\_item5();

show\_item6();

gold\_time = run\_time; // 마지막 GOLD 표시 시간 기억

}

run\_time2 = time(NULL) - start\_time2;

if (run\_time2 > gold\_time2 && (run\_time2 % iteminterval2 == 0)) {

show\_item8();

show\_item7();

gold\_time2 = run\_time2; // 마지막 GOLD 표시 시간 기억

}

if (kbhit() == 1) { // 키보드가 눌려져 있으면

ch = getch(); // key 값을 읽는다

if (ch == ESC) {// ESC 누르면 프로그램 종료 추가

cls(BLACK, WHITE);

break;

}

if (ch == SPECIAL1 || ch == SPECIAL2) { // 만약 특수키

// 예를 들어 UP key의 경우 0xe0 0x48 두개의 문자가 들어온다.

ch1 = getch();

switch (ch1) {

case UP:

case DOWN:

case LEFT:

case RIGHT:

case SPACE:

case M:

keep\_moving = 1;

break;

default: // 방향키가 아니면 멈춘다

keep\_moving = 1;

}

}

else {

ch2 = ch;// Player2은 AWSD 로 움직인다.

switch (ch2) {

case UP2:

case DOWN2:

case LEFT2:

case RIGHT2://player2만 방향 전환

case G:

case H:

keep\_moving = 1;

break;

default:// 방향 전환이 아니면

keep\_moving = 1;

}

// 특수 문자가 아니지만 AWSD를 방향키 대신 사용하는 경우 처리

}

if (ch == SPACE) { //총알 구현

if (bullet\_size != 0) {

bnx = box = oldx1 - 1;

bny = boy = oldy1;

showbullet(box, boy, bnx, bny); //총알을 그림

bullet\_size--;

}

}

if (ch == M) { //1p 총

if (bullet\_size != 0) {

bnx2 = box2 = oldx1 - 1;

bny2 = boy2 = oldy1;

showbullet(box2, boy2, bnx2, bny2); //총알을 그림

bullet\_size--;

}

}

if (ch2 == G) { //2p 총

if (bullet\_size2 != 0) {

bnx3 = box3 = oldx2 - 1;

bny3 = boy3 = oldy2;

showbullet(box3, boy3, bnx3, bny3); //총알을 그림

bullet\_size2--;

}

}

if (ch2 == H) { //2p 총

if (bullet\_size2 != 0) {

bnx4 = box4 = oldx2 - 1;

bny4 = boy4 = oldy2;

showbullet(box4, boy4, bnx4, bny4); //총알을 그림

bullet\_size2--;

}

}

}

if (keep\_moving && frame\_count % p1\_frame\_sync == 0) { // 1p 움직이고 있으면

switch (ch1) {

case UP:

if (oldy1 > 2)

newy1 = oldy1 - SPEED;

if (ch == SPACE) {

if (boy > 2)

bny = boy - 1;

}

keep\_moving = 1;

break;

case DOWN:

if (oldy1 < HEIGHT - 4)

newy1 = oldy1 + SPEED;

if (ch == SPACE) {

if (boy > 2)

bny = boy + 1;

}

keep\_moving = 1;

break;

case LEFT:

if (oldx1 > 2)

newx1 = oldx1 - SPEED;

if (ch == SPACE) {

if (box > 2)

bnx = box - 1;

}

keep\_moving = 1;

break;

case RIGHT:

if (oldx1 < WIDTH - 4)

newx1 = oldx1 + SPEED;

if (ch == SPACE) {

if (box > 2)

bnx = box - 1;

}

keep\_moving = 1;

break;

}

}

if (keep\_moving && frame\_count % p2\_frame\_sync == 0) {

switch (ch2) { //2p

case UP2:

if (oldy2 > 2)

newy2 = oldy2 - SPEED2;

break;

case DOWN2:

if (oldy2 < HEIGHT - 4)

newy2 = oldy2 + SPEED2;

break;

case LEFT2:

if (oldx2 > 2)

newx2 = oldx2 - SPEED2;

break;

case RIGHT2:

if (oldx2 < WIDTH - 4)

newx2 = oldx2 + SPEED2;

break;

}

}

showplayer1(oldx1, oldy1, newx1, newy1); // Player 이동 표시

oldx1 = newx1; // 마지막 위치를 기억한다.

oldy1 = newy1;

keep\_moving = 1; //1:계속이동, 0:한번에 한칸씩이동

showplayer2(oldx2, oldy2, newx2, newy2); // Player 이동 표시

oldx2 = newx2; // 마지막 위치를 기억한다.

oldy2 = newy2;

keep\_moving = 1; //1:계속이동, 0:한번에 한칸씩이동

if (box != -1 && frame\_count % bullet\_frame\_sync == 0) {// 불렛이 몬스터와 닿으면 추적 중지

// // 아래 총알의 움직임 처리

if ((mon\_ox - box) > 0) {

bnx = box + 1;

}

else if ((mon\_ox - box) < 0) {

bnx = box - 1;

}

if ((mon\_oy - boy) > 0) {

bny = boy + 1;

}

else if ((mon\_oy - boy) < 0) {

bny = boy - 1;

}

if (box == mon\_ox && boy == mon\_oy) {

//mon\_ox = box;

//mon\_oy = boy;

erasemon(mon\_ox, mon\_oy, mon\_nx, mon\_ny);

box = -1;

erasebullet(mon\_ox, mon\_oy, mon\_nx, mon\_ny);

}

else {

showbullet(box, boy, bnx, bny); //총알을 그림

box = bnx;

boy = bny;

}

showbullet(box, boy, bnx, bny); //총알을 그림

box = bnx;

boy = bny;

}

if (box2 != -1 && frame\_count % bullet\_frame\_sync == 0) {// 2불렛이 2몬스터와 닿으면 추적 중지

// // 아래 총알의 움직임 처리

if ((mon\_ox2 - box2) > 0) {

bnx2 = box2 + 1;

}

else if ((mon\_ox2 - box2) < 0) {

bnx2 = box2 - 1;

}

if ((mon\_oy2 - boy2) > 0) {

bny2 = boy2 + 1;

}

else if ((mon\_oy2 - boy2) < 0) {

bny2 = boy2 - 1;

}

if (box2 == mon\_ox2 && boy2 == mon\_oy2) {

//mon\_ox = box;

//mon\_oy = boy;

erasemon(mon\_ox2, mon\_oy2, mon\_nx2, mon\_ny2);

box2 = -1;

erasebullet(mon\_ox2, mon\_oy2, mon\_nx2, mon\_ny2);

}

else {

showbullet(box2, boy2, bnx2, bny2); //총알을 그림

box2 = bnx2;

boy2 = bny2;

}

showbullet(box2, boy2, bnx2, bny2); //총알을 그림

box2 = bnx2;

boy2 = bny2;

}

if (box3 != -1 && frame\_count % bullet\_frame\_sync == 0) {// 2불렛이 2몬스터와 닿으면 추적 중지

// // 아래 총알의 움직임 처리

if ((mon\_ox3 - box3) > 0) {

bnx3 = box3 + 1;

}

else if ((mon\_ox3 - box3) < 0) {

bnx3 = box3 - 1;

}

if ((mon\_oy3 - boy3) > 0) {

bny3 = boy3 + 1;

}

else if ((mon\_oy3 - boy3) < 0) {

bny3 = boy3 - 1;

}

if (box3 == mon\_ox3 && boy3 == mon\_oy3) {

//mon\_ox = box;

//mon\_oy = boy;

erasemon(mon\_ox3, mon\_oy3, mon\_nx3, mon\_ny3);

box3 = -1;

erasebullet(mon\_ox3, mon\_oy3, mon\_nx3, mon\_ny3);

}

else {

showbullet(box3, boy3, bnx3, bny3); //총알을 그림

box3 = bnx3;

boy3 = bny3;

}

showbullet(box3, boy3, bnx3, bny3); //총알을 그림

box3 = bnx3;

boy3 = bny3;

}

if (box4 != -1 && frame\_count % bullet\_frame\_sync == 0) {// 2불렛이 2몬스터와 닿으면 추적 중지

// // 아래 총알의 움직임 처리

if ((mon\_ox4 - box4) > 0) {

bnx4 = box4 + 1;

}

else if ((mon\_ox4 - box4) < 0) {

bnx4 = box4 - 1;

}

if ((mon\_oy4 - boy4) > 0) {

bny4 = boy4 + 1;

}

else if ((mon\_oy4 - boy4) < 0) {

bny4 = boy4 - 1;

}

if (box4 == mon\_ox4 && boy4 == mon\_oy4) {

//mon\_ox = box;

//mon\_oy = boy;

erasemon(mon\_ox4, mon\_oy4, mon\_nx4, mon\_ny4);

box4 = -1;

erasebullet(mon\_ox4, mon\_oy4, mon\_nx4, mon\_ny4);

}

else {

showbullet(box4, boy4, bnx4, bny4); //총알을 그림

box4 = bnx4;

boy4 = bny4;

}

showbullet(box4, boy4, bnx4, bny4); //총알을 그림

box4 = bnx4;

boy4 = bny4;

}

textcolor(WHITE, BLACK);

gotoxy(98, 2);

printf("1p");

gotoxy(96, 7);

printf("MAX 10");

gotoxy(98, 16);

printf("2p");

gotoxy(96, 21);

printf("MAX 10");

if (item8[oldx1][oldy1] || item8[oldx1][oldy1 + 1]) { //1p 백신 증가

item8[oldx1][oldy1] = 0;

item8[oldx1][oldy1 + 1] = 0;

v\_size++;

}

if (item8[oldx2][oldy2] || item8[oldx2][oldy2 + 1]) { //2p 백신 증가

item8[oldx2][oldy2] = 0;

item8[oldx2][oldy2 + 1] = 0;

v\_size2++;

}

if (v\_size == 1) {

textcolor(MAGENTA2, BLACK);

gotoxy(95, 11);

printf("§");

textcolor(WHITE, BLACK);

}

if (v\_size == 2) {

textcolor(MAGENTA2, BLACK);

gotoxy(95, 11);

printf("§§");

textcolor(WHITE, BLACK);

}

if (v\_size == 3) {

textcolor(MAGENTA2, BLACK);

gotoxy(95, 11);

printf("§§§");

textcolor(WHITE, BLACK);

}

if (v\_size == 4) {

textcolor(MAGENTA2, BLACK);

gotoxy(95, 11);

printf("§§§§");

textcolor(WHITE, BLACK);

}

if (v\_size2 == 1) {

textcolor(MAGENTA2, BLACK);

gotoxy(95, 25);

printf("§");

textcolor(WHITE, BLACK);

}

if (v\_size2 == 2) {

textcolor(MAGENTA2, BLACK);

gotoxy(95, 25);

printf("§§");

textcolor(WHITE, BLACK);

}

if (v\_size2 == 3) {

textcolor(MAGENTA2, BLACK);

gotoxy(95, 25);

printf("§§§");

textcolor(WHITE, BLACK);

}

if (v\_size2 == 4) {

textcolor(MAGENTA2, BLACK);

gotoxy(95, 25);

printf("§§§§");

textcolor(WHITE, BLACK);

}

if (item8[mon\_ox][mon\_oy] || item8[mon\_ox][mon\_oy + 1]) { //2p 백신 증가

item8[mon\_ox][mon\_oy] = 0;

item8[mon\_ox][mon\_oy + 1] = 0;

mon\_v\_size++;

}

if (item8[mon\_ox2][mon\_oy2] || item8[mon\_ox2][mon\_oy2 + 1]) { //2p 백신 증가

item8[mon\_ox2][mon\_oy2] = 0;

item8[mon\_ox2][mon\_oy2 + 1] = 0;

mon\_v\_size++;

}

if (item8[mon\_ox3][mon\_oy3] || item8[mon\_ox3][mon\_oy3 + 1]) { //2p 백신 증가

item8[mon\_ox3][mon\_oy3] = 0;

item8[mon\_ox3][mon\_oy3 + 1] = 0;

mon\_v\_size++;

}

if (item8[mon\_ox4][mon\_oy4] || item8[mon\_ox4][mon\_oy4 + 1]) { //2p 백신 증가

item8[mon\_ox4][mon\_oy4] = 0;

item8[mon\_ox4][mon\_oy4 + 1] = 0;

mon\_v\_size++;

}

if (item8[mon\_ox5][mon\_oy5] || item8[mon\_ox5][mon\_oy5 + 1]) { //2p 백신 증가

item8[mon\_ox5][mon\_oy5] = 0;

item8[mon\_ox5][mon\_oy5 + 1] = 0;

mon\_v\_size++;

}

if (item8[mon\_ox6][mon\_oy6] || item8[mon\_ox6][mon\_oy6 + 1]) { //2p 백신 증가

item8[mon\_ox6][mon\_oy6] = 0;

item8[mon\_ox6][mon\_oy6 + 1] = 0;

mon\_v\_size++;

}

if (item8[mon\_ox7][mon\_oy7] || item8[mon\_ox7][mon\_oy7 + 1]) { //2p 백신 증가

item8[mon\_ox7][mon\_oy7] = 0;

item8[mon\_ox7][mon\_oy7 + 1] = 0;

mon\_v\_size++;

}

if (item8[mon\_ox8][mon\_oy8] || item8[mon\_ox8][mon\_oy8 + 1]) { //2p 백신 증가

item8[mon\_ox8][mon\_oy8] = 0;

item8[mon\_ox8][mon\_oy8 + 1] = 0;

mon\_v\_size++;

}

gotoxy(97, 30);

printf("LOSE");

if (mon\_v\_size == 1) {

textcolor(MAGENTA2, BLACK);

gotoxy(95, 32);

printf("§");

textcolor(WHITE, BLACK);

}

if (mon\_v\_size == 3) {

textcolor(MAGENTA2, BLACK);

gotoxy(95, 32);

printf("§§");

textcolor(WHITE, BLACK);

}

if (mon\_v\_size == 3) {

textcolor(MAGENTA2, BLACK);

gotoxy(95, 32);

printf("§§§");

textcolor(WHITE, BLACK);

}

if (item5[oldx1][oldy1] || item5[oldx1][oldy1 + 1]) { //1p 아이템 먹으면 속도 증가

if (p1\_frame\_sync != 1) {

item5[oldx1][oldy1] = 0;

item5[oldx1][oldy1 + 1] = 0;

p1\_frame\_sync--;

p1\_speed++;

}

}

if (item5[oldx2][oldy2] || item5[oldx2][oldy2 + 1]) { //2p 아이템 먹으면 속도 증가

if (p2\_frame\_sync != 1) {

item5[oldx2][oldy2] = 0;

item5[oldx2][oldy2 + 1] = 0;

p2\_frame\_sync -= 1;

p2\_speed++;

}

}

if (item6[oldx1][oldy1] || item6[oldx1][oldy1 + 1]) { //1p 아이템 먹으면 속도 감소

if (p1\_frame\_sync != 11) {

item6[oldx1][oldy1] = 0;

item6[oldx1][oldy1 + 1] = 0;

p1\_frame\_sync++;

p1\_speed--;

}

}

if (item6[oldx2][oldy2] || item6[oldx2][oldy2 + 1]) { //2p 아이템 먹으면 속도 감소

if (p2\_frame\_sync != 11) {

item6[oldx2][oldy2] = 0;

item6[oldx2][oldy2 + 1] = 0;

p2\_frame\_sync += 1;

p2\_speed--;

}

}

if (item7[oldx1][oldy1] || item7[oldx1][oldy1 + 1]) { //1p 총알 갯수 증가

if (bullet\_size != 2) {

item7[oldx1][oldy1] = 0;

item7[oldx1][oldy1 + 1] = 0;

bullet\_size++;

}

}

if (item7[oldx2][oldy2] || item7[oldx2][oldy2 + 1]) { //2p 총알 갯수 증가

if (bullet\_size != 2) {

item7[oldx2][oldy2] = 0;

item7[oldx2][oldy2 + 1] = 0;

bullet\_size2++;

}

}

if (bullet\_size == 0) {

gotoxy(97, 9);

printf("총알");

gotoxy(97, 10);

printf(" ");

}

if (bullet\_size == 1) {

gotoxy(97, 10);

printf(" ");

gotoxy(97, 10);

printf("ⅰ");

}

if (bullet\_size == 2) {

gotoxy(97, 10);

printf(" ");

gotoxy(97, 10);

printf("ⅰⅰ");

}

if (bullet\_size == 0) {

gotoxy(97, 23);

printf("총알");

gotoxy(97, 24);

printf(" ");

}

if (bullet\_size2 == 1) {

gotoxy(97, 24);

printf(" ");

gotoxy(97, 24);

printf("ⅰ");

}

if (bullet\_size2 == 2) {

gotoxy(97, 24);

printf(" ");

gotoxy(97, 24);

printf("ⅰⅰ");

}

if (p1\_speed == 1) {

gotoxy(95, 6);

printf("속도 : %d", p1\_speed);

}

else if (p1\_speed == 2) {

gotoxy(95, 6);

printf("속도 : %d", p1\_speed);

}

else if (p1\_speed == 3) {

gotoxy(95, 6);

printf("속도 : %d", p1\_speed);

}

else if (p1\_speed == 4) {

gotoxy(95, 6);

printf("속도 : %d", p1\_speed);

}

else if (p1\_speed == 5) {

gotoxy(95, 6);

printf("속도 : %d", p1\_speed);

}

else if (p1\_speed == 6) {

gotoxy(95, 6);

printf("속도 : %d", p1\_speed);

}

else if (p1\_speed == 7) {

gotoxy(95, 6);

printf("속도 : %d", p1\_speed);

}

else if (p1\_speed == 8) {

gotoxy(95, 6);

printf("속도 : %d", p1\_speed);

}

else if (p1\_speed == 9) {

gotoxy(95, 6);

printf(" ");

gotoxy(95, 6);

printf("속도 : %d", p1\_speed);

}

else if (p1\_speed == 10) {

gotoxy(95, 6);

printf("속도 : %d", p1\_speed);

}

if (p2\_speed == 1) {

gotoxy(95, 20);

printf("속도 : %d", p2\_speed);

}

else if (p2\_speed == 2) {

gotoxy(95, 20);

printf("속도 : %d", p2\_speed);

}

else if (p2\_speed == 3) {

gotoxy(95, 20);

printf("속도 : %d", p2\_speed);

}

else if (p2\_speed == 4) {

gotoxy(95, 20);

printf("속도 : %d", p2\_speed);

}

else if (p2\_speed == 5) {

gotoxy(95, 20);

printf("속도 : %d", p2\_speed);

}

else if (p2\_speed == 6) {

gotoxy(95, 20);

printf("속도 : %d", p2\_speed);

}

else if (p2\_speed == 7) {

gotoxy(95, 20);

printf("속도 : %d", p2\_speed);

}

else if (p2\_speed == 8) {

gotoxy(95, 20);

printf("속도 : %d", p2\_speed);

}

else if (p2\_speed == 9) {

gotoxy(95, 20);

printf(" ");

gotoxy(95, 20);

printf("속도 : %d", p2\_speed);

}

else if (p2\_speed == 10) {

gotoxy(95, 20);

printf(" ");

gotoxy(95, 20);

printf("속도 : %d", p2\_speed);

}

// 1p monster의 움직임 처리

if (frame\_count % mon\_frame\_sync1 == 0) { //1p 1mon

if (mon\_nx != box) {

if ((oldx1 - mon\_ox) > 0)

mon\_nx += 1;

else if ((oldx1 - mon\_ox) < 0)

mon\_nx -= 1;

if ((oldy1 - mon\_oy) > 0)

mon\_ny += 1;

else if ((oldy1 - mon\_oy) < 0)

mon\_ny -= 1;

showmon(mon\_ox, mon\_oy, mon\_nx, mon\_ny);

mon\_ox = mon\_nx;

mon\_oy = mon\_ny;

}

}

if (frame\_count % mon\_frame\_sync2 == 0) { //1p 2mon

if (mon\_nx2 != box2) {

if ((oldx1 - mon\_ox2) > 0)

mon\_nx2 += 1;

else if ((oldx1 - mon\_ox2) < 0)

mon\_nx2 -= 1;

if ((oldy1 - mon\_oy2) > 0)

mon\_ny2 += 1;

else if ((oldy1 - mon\_oy2) < 0)

mon\_ny2 -= 1;

showmon(mon\_ox2, mon\_oy2, mon\_nx2, mon\_ny2);

mon\_ox2 = mon\_nx2;

mon\_oy2 = mon\_ny2;

}

}

if (frame\_count % mon\_frame\_sync5 == 0) { //1p 5mon

if (mon\_nx5 != box2) {

if ((oldx1 - mon\_ox5) > 0)

mon\_nx5 += 1;

else if ((oldx1 - mon\_ox5) < 0)

mon\_nx5 -= 1;

if ((oldy1 - mon\_oy5) > 0)

mon\_ny5 += 1;

else if ((oldy1 - mon\_oy5) < 0)

mon\_ny5 -= 1;

showmon(mon\_ox5, mon\_oy5, mon\_nx5, mon\_ny5);

mon\_ox5 = mon\_nx5;

mon\_oy5 = mon\_ny5;

}

}

if (frame\_count % mon\_frame\_sync7 == 0) { //1p 7mon

if (mon\_nx7 != box2) {

if ((oldx1 - mon\_ox7) > 0)

mon\_nx7 += 1;

else if ((oldx1 - mon\_ox7) < 0)

mon\_nx7 -= 1;

if ((oldy1 - mon\_oy7) > 0)

mon\_ny7 += 1;

else if ((oldy1 - mon\_oy7) < 0)

mon\_ny7 -= 1;

showmon(mon\_ox7, mon\_oy7, mon\_nx7, mon\_ny7);

mon\_ox7 = mon\_nx7;

mon\_oy7 = mon\_ny7;

}

}

//2p 몬스터 움직임

if (frame\_count % mon\_frame\_sync3 == 0) { //2p 3mon

if (mon\_nx3 != box3) {

if ((oldx2 - mon\_ox3) > 0)

mon\_nx3 += 1;

else if ((oldx2 - mon\_ox3) < 0)

mon\_nx3 -= 1;

if ((oldy2 - mon\_oy3) > 0)

mon\_ny3 += 1;

else if ((oldy2 - mon\_oy3) < 0)

mon\_ny3 -= 1;

showmon(mon\_ox3, mon\_oy3, mon\_nx3, mon\_ny3);

mon\_ox3 = mon\_nx3;

mon\_oy3 = mon\_ny3;

}

}

if (frame\_count % mon\_frame\_sync4 == 0) { //2p 4mon

if (mon\_nx4 != box4) {

if ((oldx2 - mon\_ox4) > 0)

mon\_nx4 += 1;

else if ((oldx2 - mon\_ox4) < 0)

mon\_nx4 -= 1;

if ((oldy2 - mon\_oy4) > 0)

mon\_ny4 += 1;

else if ((oldy2 - mon\_oy4) < 0)

mon\_ny4 -= 1;

showmon(mon\_ox4, mon\_oy4, mon\_nx4, mon\_ny4);

mon\_ox4 = mon\_nx4;

mon\_oy4 = mon\_ny4;

}

}

if (frame\_count % mon\_frame\_sync6 == 0) { //2p 6mon

if (mon\_nx6 != box4) {

if ((oldx2 - mon\_ox6) > 0)

mon\_nx6 += 1;

else if ((oldx2 - mon\_ox6) < 0)

mon\_nx6 -= 1;

if ((oldy2 - mon\_oy6) > 0)

mon\_ny6 += 1;

else if ((oldy2 - mon\_oy6) < 0)

mon\_ny6 -= 1;

showmon(mon\_ox6, mon\_oy6, mon\_nx6, mon\_ny6);

mon\_ox6 = mon\_nx6;

mon\_oy6 = mon\_ny6;

}

}

if (frame\_count % mon\_frame\_sync8 == 0) { //2p 8mon

if (mon\_nx8 != box4) {

if ((oldx2 - mon\_ox8) > 0)

mon\_nx8 += 1;

else if ((oldx2 - mon\_ox8) < 0)

mon\_nx8 -= 1;

if ((oldy2 - mon\_oy8) > 0)

mon\_ny8 += 1;

else if ((oldy2 - mon\_oy8) < 0)

mon\_ny8 -= 1;

showmon(mon\_ox8, mon\_oy8, mon\_nx8, mon\_ny8);

mon\_ox8 = mon\_nx8;

mon\_oy8 = mon\_ny8;

}

}

if ((oldx1 == mon\_nx && oldy1 == mon\_ny) ||(oldx1==mon\_nx5&&oldy1==mon\_ny5)|| (oldx1 == mon\_nx && oldy1 + 1 == mon\_ny)) { //몬스터 접촉후 무적시간

if (frame\_count % mon\_frame\_sync1 == 0) {

if (mon\_nx != box) {

showmon(mon\_ox, mon\_oy, mon\_nx, mon\_ny);

mon\_ox = mon\_nx;

mon\_oy = mon\_ny;

LIFE = LIFE - 1;

}

}

}

if ((oldx1 == mon\_nx3 && oldy1 == mon\_ny3) ||(oldx1==mon\_nx6 && oldy1+1==mon\_ny6) ||(oldx1 == mon\_nx3 && oldy1 + 1 == mon\_ny3)||(oldx1==mon\_nx7&&oldy1==mon\_ny7)) { //몬스터 접촉후 무적시간

if (frame\_count % mon\_frame\_sync3 == 0) {

if (mon\_nx3 != box) {

showmon(mon\_ox3, mon\_oy3, mon\_nx3, mon\_ny3);

mon\_ox3 = mon\_nx3;

mon\_oy3 = mon\_ny3;

LIFE = LIFE - 1;

}

}

}

if ((oldx1 == mon\_nx2 && oldy1 == mon\_ny2) || (oldx1 == mon\_nx2 && oldy1 + 1 == mon\_ny2)||(oldx1==mon\_nx8&&oldy1==mon\_ny8)) {//몬스터 접촉후 무적시간

if (frame\_count % mon\_frame\_sync2 == 0) {

if (mon\_nx2 != box2) {

showmon(mon\_ox2, mon\_oy2, mon\_nx2, mon\_ny2);

mon\_ox2 = mon\_nx2;

mon\_oy2 = mon\_ny2;

LIFE = LIFE - 1;

}

}

}

if ((oldx1 == mon\_nx4 && oldy1 == mon\_ny4) || (oldx1 == mon\_nx4 && oldy1 + 1 == mon\_ny4)||(oldx1==mon\_nx8&&oldy1+1==mon\_ny8)) {//몬스터 접촉후 무적시간

if (frame\_count % mon\_frame\_sync4 == 0) {

if (mon\_nx4 != box2) {

showmon(mon\_ox4, mon\_oy4, mon\_nx4, mon\_ny4);

mon\_ox4 = mon\_nx4;

mon\_oy4 = mon\_ny4;

LIFE = LIFE - 1;

}

}

}

if ((oldx2 == mon\_nx3 && oldy2 == mon\_ny3) ||(oldx2==mon\_ox6&&oldy2==mon\_ny6) ||(oldx2 == mon\_nx3 && oldy2 + 1 == mon\_ny3)) {//몬스터 접촉후 무적시간

if (frame\_count % mon\_frame\_sync3 == 0) {

if (mon\_nx3 != box3) {

showmon(mon\_ox3, mon\_oy3, mon\_nx3, mon\_ny3);

mon\_ox3 = mon\_nx3;

mon\_oy3 = mon\_ny3;

LIFE2 = LIFE2 - 1;

}

}

}

if ((oldx2 == mon\_nx && oldy2 == mon\_ny) ||(oldx2==mon\_nx5&&oldy2==mon\_oy5)|| (oldx2 == mon\_nx && oldy2 + 1 == mon\_ny)) {//몬스터 접촉후 무적시간

if (frame\_count % mon\_frame\_sync1 == 0) {

if (mon\_nx != box3) {

showmon(mon\_ox, mon\_oy, mon\_nx, mon\_ny);

mon\_ox = mon\_nx;

mon\_oy = mon\_ny;

LIFE2 = LIFE2 - 1;

}

}

}

if ((oldx2 == mon\_nx4 && oldy2 == mon\_ny4) ||(oldx2==mon\_nx7&&oldy2+1==mon\_ny7)|| (oldx2 == mon\_nx4 && oldy2 + 1 == mon\_ny4)) {//몬스터 접촉후 무적시간

if (frame\_count % mon\_frame\_sync4 == 0) {

if (mon\_nx4 != box4) {

showmon(mon\_ox4, mon\_oy4, mon\_nx4, mon\_ny4);

mon\_ox4 = mon\_nx4;

mon\_oy4 = mon\_ny4;

LIFE2 = LIFE2 - 1;

}

}

}

if ((oldx2 == mon\_nx2 && oldy2 == mon\_ny2) ||(oldx2==mon\_nx7&&oldy2==mon\_ny7)|| (oldx2 == mon\_nx2 && oldy2 + 1 == mon\_ny2)) {//몬스터 접촉후 무적시간

if (frame\_count % mon\_frame\_sync2 == 0) {

if (mon\_nx2 != box4) {

showmon(mon\_ox2, mon\_oy2, mon\_nx2, mon\_ny2);

mon\_ox2 = mon\_nx2;

mon\_oy2 = mon\_ny2;

LIFE2 = LIFE2 - 1;

}

}

}

if ((oldx2 == mon\_nx8 && oldy2 == mon\_ny8) || (oldx2 == mon\_nx6 && oldy2+1 == mon\_ny6) || (oldx2 == mon\_nx2 && oldy2 + 1 == mon\_ny2)) {//몬스터 접촉후 무적시간

if (frame\_count % mon\_frame\_sync8 == 0) {

showmon(mon\_ox8, mon\_oy8, mon\_nx8, mon\_ny8);

mon\_ox8 = mon\_nx8;

mon\_oy8 = mon\_ny8;

LIFE2 = LIFE2 - 1;

}

}

if (item5[mon\_ox][mon\_oy] || item5[mon\_ox][mon\_oy + 1]) { //몬스터 아이템 먹으면 속도 증가

if (mon\_frame\_sync1 != 5) {

item5[mon\_ox][mon\_oy] = 0;

item5[mon\_ox][mon\_oy + 1] = 0;

mon\_frame\_sync1--;

}

}

if (item5[mon\_ox2][mon\_oy2] || item5[mon\_ox2][mon\_oy2 + 1]) { //몬스터 아이템 먹으면 속도 증가

if (mon\_frame\_sync2 != 5) {

item5[mon\_ox2][mon\_oy2] = 0;

item5[mon\_ox2][mon\_oy2 + 1] = 0;

mon\_frame\_sync2--;

}

}

if (item5[mon\_ox3][mon\_oy3] || item5[mon\_ox3][mon\_oy3 + 1]) { //몬스터 아이템 먹으면 속도 증가

if (mon\_frame\_sync3 != 5) {

item5[mon\_ox3][mon\_oy3] = 0;

item5[mon\_ox3][mon\_oy3 + 1] = 0;

mon\_frame\_sync3--;

}

}

if (item5[mon\_ox4][mon\_oy4] || item5[mon\_ox4][mon\_oy4 + 1]) { //몬스터 아이템 먹으면 속도 증가

if (mon\_frame\_sync4 != 5) {

item5[mon\_ox4][mon\_oy4] = 0;

item5[mon\_ox4][mon\_oy4 + 1] = 0;

mon\_frame\_sync4--;

}

}

if (item5[mon\_ox5][mon\_oy5] || item5[mon\_ox5][mon\_oy5 + 1]) { //몬스터 아이템 먹으면 속도 증가

if (mon\_frame\_sync5 != 5) {

item5[mon\_ox5][mon\_oy5] = 0;

item5[mon\_ox5][mon\_oy5 + 1] = 0;

mon\_frame\_sync5--;

}

}

if (item5[mon\_ox6][mon\_oy6] || item5[mon\_ox6][mon\_oy6 + 1]) { //몬스터 아이템 먹으면 속도 증가

if (mon\_frame\_sync6 != 5) {

item5[mon\_ox6][mon\_oy6] = 0;

item5[mon\_ox6][mon\_oy6 + 1] = 0;

mon\_frame\_sync6--;

}

}

if (item5[mon\_ox7][mon\_oy7] || item5[mon\_ox7][mon\_oy7 + 1]) { //몬스터 아이템 먹으면 속도 증가

if (mon\_frame\_sync7 != 5) {

item5[mon\_ox7][mon\_oy7] = 0;

item5[mon\_ox7][mon\_oy7 + 1] = 0;

mon\_frame\_sync7--;

}

}

if (item5[mon\_ox8][mon\_oy8] || item5[mon\_ox8][mon\_oy8 + 1]) { //몬스터 아이템 먹으면 속도 증가

if (mon\_frame\_sync8 != 5) {

item5[mon\_ox8][mon\_oy8] = 0;

item5[mon\_ox8][mon\_oy8 + 1] = 0;

mon\_frame\_sync8--;

}

}

if (item6[mon\_ox][mon\_oy] || item6[mon\_ox][mon\_oy + 1]) { //몬스터 아이템 먹으면 속도 감소

if (mon\_frame\_sync1 != 25) {

item6[mon\_ox][mon\_oy] = 0;

item6[mon\_ox][mon\_oy + 1] = 0;

mon\_frame\_sync1++;

}

}

if (item6[mon\_ox2][mon\_oy2] || item6[mon\_ox2][mon\_oy2 + 1]) { //몬스터 아이템 먹으면 속도 감소

if (mon\_frame\_sync2 != 25) {

item6[mon\_ox2][mon\_oy2] = 0;

item6[mon\_ox2][mon\_oy2 + 1] = 0;

mon\_frame\_sync2++;

}

}

if (item6[mon\_ox3][mon\_oy3] || item6[mon\_ox3][mon\_oy3 + 1]) { //몬스터 아이템 먹으면 속도 감소

if (mon\_frame\_sync3 != 25) {

item6[mon\_ox3][mon\_oy3] = 0;

item6[mon\_ox3][mon\_oy3 + 1] = 0;

mon\_frame\_sync3++;

}

}

if (item6[mon\_ox4][mon\_oy4] || item6[mon\_ox4][mon\_oy4 + 1]) { //몬스터 아이템 먹으면 속도 감소

if (mon\_frame\_sync4 != 25) {

item6[mon\_ox4][mon\_oy4] = 0;

item6[mon\_ox4][mon\_oy4 + 1] = 0;

mon\_frame\_sync4++;

}

}

if (item6[mon\_ox5][mon\_oy5] || item6[mon\_ox5][mon\_oy5 + 1]) { //몬스터 아이템 먹으면 속도 감소

if (mon\_frame\_sync5 != 25) {

item6[mon\_ox5][mon\_oy5] = 0;

item6[mon\_ox5][mon\_oy5 + 1] = 0;

mon\_frame\_sync5++;

}

}

if (item6[mon\_ox6][mon\_oy6] || item6[mon\_ox6][mon\_oy6 + 1]) { //몬스터 아이템 먹으면 속도 감소

if (mon\_frame\_sync6 != 25) {

item6[mon\_ox6][mon\_oy6] = 0;

item6[mon\_ox6][mon\_oy6 + 1] = 0;

mon\_frame\_sync6++;

}

}

if (item6[mon\_ox7][mon\_oy7] || item6[mon\_ox7][mon\_oy7 + 1]) { //몬스터 아이템 먹으면 속도 감소

if (mon\_frame\_sync7 != 25) {

item6[mon\_ox7][mon\_oy7] = 0;

item6[mon\_ox7][mon\_oy7 + 1] = 0;

mon\_frame\_sync7++;

}

}

if (item6[mon\_ox8][mon\_oy8] || item6[mon\_ox8][mon\_oy8 + 1]) { //몬스터 아이템 먹으면 속도 감소

if (mon\_frame\_sync8 != 25) {

item6[mon\_ox8][mon\_oy8] = 0;

item6[mon\_ox8][mon\_oy8 + 1] = 0;

mon\_frame\_sync8++;

}

}

if (LIFE == 5) {

textcolor(RED1, BLACK);

gotoxy(95, 4);

printf("♥♥♥♥♥");

textcolor(WHITE, BLACK);

}

else if (LIFE == 4) {

textcolor(RED1, BLACK);

gotoxy(95, 4);

printf("♥♥♥♥ ");

textcolor(WHITE, BLACK);

}

else if (LIFE == 3) {

textcolor(RED1, BLACK);

gotoxy(95, 4);

printf("♥♥♥ ");

textcolor(WHITE, BLACK);

}

else if (LIFE == 2) {

textcolor(RED1, BLACK);

gotoxy(95, 4);

printf("♥♥ ");

textcolor(WHITE, BLACK);

}

else if (LIFE == 1) {

textcolor(RED1, BLACK);

gotoxy(95, 4);

printf("♥ ");

textcolor(WHITE, BLACK);

}

if (LIFE2 == 5) {

textcolor(RED1, BLACK);

gotoxy(95, 18);

printf("♥♥♥♥♥");

textcolor(WHITE, BLACK);

}

else if (LIFE2 == 4) {

textcolor(RED1, BLACK);

gotoxy(95, 18);

printf("♥♥♥♥ ");

textcolor(WHITE, BLACK);

}

else if (LIFE2 == 3) {

textcolor(RED1, BLACK);

gotoxy(95, 18);

printf("♥♥♥ ");

textcolor(WHITE, BLACK);

}

else if (LIFE2 == 2) {

textcolor(RED1, BLACK);

gotoxy(95, 18);

printf("♥♥ ");

textcolor(WHITE, BLACK);

}

else if (LIFE2 == 1) {

textcolor(RED1, BLACK);

gotoxy(95, 18);

printf("♥ ");

textcolor(WHITE, BLACK);

}

if ((LIFE == 0) || (v\_size2 == 5)) {

cls(BLACK, WHITE);

while (1) {

int c1, c2;

do { // 색을 변경하면서 Game Over 출력

c1 = rand() % 16;

c2 = rand() % 16;

} while (c1 == c2);

// win2p();

gotoxy(50, 20);

printf("2p win");

textcolor(c1, c2);

gotoxy(45, 10);

printf("\*\* Game Over \*\*");

gotoxy(20, 13);

textcolor(WHITE, BLACK);

printf("'R'을 누르면 재시작 하고 'q'를 누르면 난이도 선택 메뉴로 넘어갑니다");

Sleep(300);

if (kbhit()) {

ch = getch();

if (ch == 'r' || ch == 'q')

break;

}

}

if (ch == 'r')

goto START;

else if (ch == 'q') {

cls(BLACK, WHITE);

break;

}

gotoxy(0, HEIGHT - 1);

}

else if ((LIFE2 == 0) || (v\_size == 5)) {

cls(BLACK, WHITE);

while (1) {

int c1, c2;

do { // 색을 변경하면서 Game Over 출력

c1 = rand() % 16;

c2 = rand() % 16;

} while (c1 == c2);

gotoxy(50, 20);

printf("1p win");

textcolor(c1, c2);

gotoxy(45, 10);

printf("\*\* Game Over \*\*");

gotoxy(20, 13);

textcolor(WHITE, BLACK);

printf("'R'을 누르면 재시작 하고 'q'를 누르면 난이도 선택 메뉴로 넘어갑니다");

Sleep(300);

if (kbhit()) {

ch = getch();

if (ch == 'r' || ch == 'q')

break;

}

}

if (ch == 'r')

goto START;

else if (ch == 'q') {

cls(BLACK, WHITE);

break;

}

gotoxy(0, HEIGHT - 1);

}

else if (mon\_v\_size == 3) {

cls(BLACK, WHITE);

while (1) {

int c1, c2;

do { // 색을 변경하면서 Game Over 출력

c1 = rand() % 16;

c2 = rand() % 16;

} while (c1 == c2);

gotoxy(50, 20);

printf("ZOMBIE WIN");

textcolor(c1, c2);

gotoxy(45, 10);

printf("\*\* Game Over \*\*");

gotoxy(20, 13);

textcolor(WHITE, BLACK);

printf("'R'을 누르면 재시작 하고 'q'를 누르면 난이도 선택 메뉴로 넘어갑니다");

Sleep(300);

if (kbhit()) {

ch = getch();

if (ch == 'r' || ch == 'q')

break;

}

}

if (ch == 'r')

goto START;

else if (ch == 'q') {

cls(BLACK, WHITE);

break;

}

gotoxy(0, HEIGHT - 1);

}

Sleep(delay);

// Delay를 줄이면 속도가 빨라진다.

frame\_count++;

}

}

int main() {

int i = 4;

int POS = 0;

unsigned char ch;

removeCursor();

textcolor(WHITE, BLACK);

draw\_box2(0, 0, WIDTH, HEIGHT);

while (1) {

TITLE:

PlaySound(TEXT("sound.wav"), 0, SND\_ASYNC);

i = title();

if (i == 0) {

cls(BLACK, WHITE);

textcolor(WHITE, BLACK);

while (1) {

i = level();

if (i == 0) {

gloop1(0);

}

else if (i == 1) {

gloop2(0);

}

else if (i == 2) {

gloop3(0);

}

else if (i = 3) {

goto TITLE;

}

}

}

else if (i == 1) {

control();

}

else if (i == 2)

return 0;

}

return 0;

}