

行動裝置應用程式開發

打磚塊

王昱景 Brian Wang

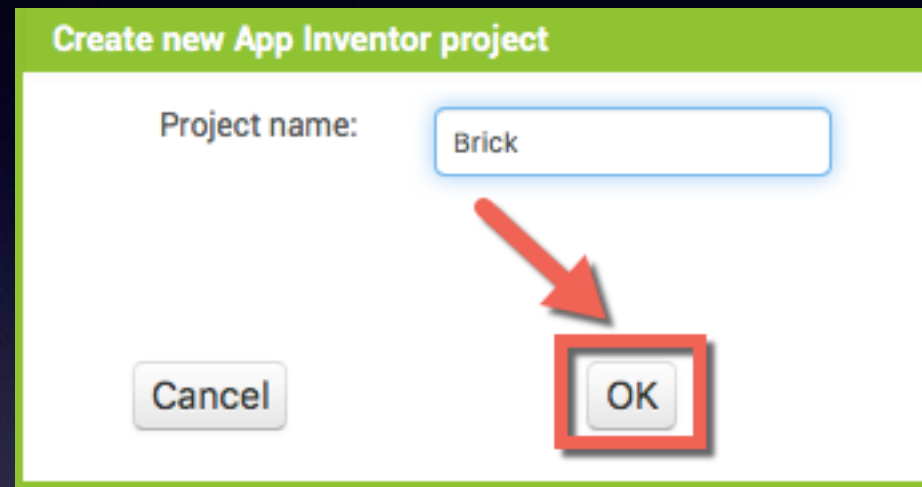
brian.wang.frontline@gmail.com

建立新專案

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My Projects

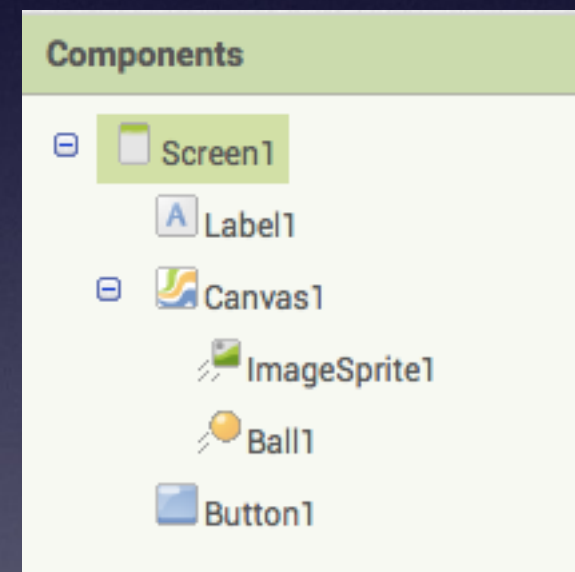
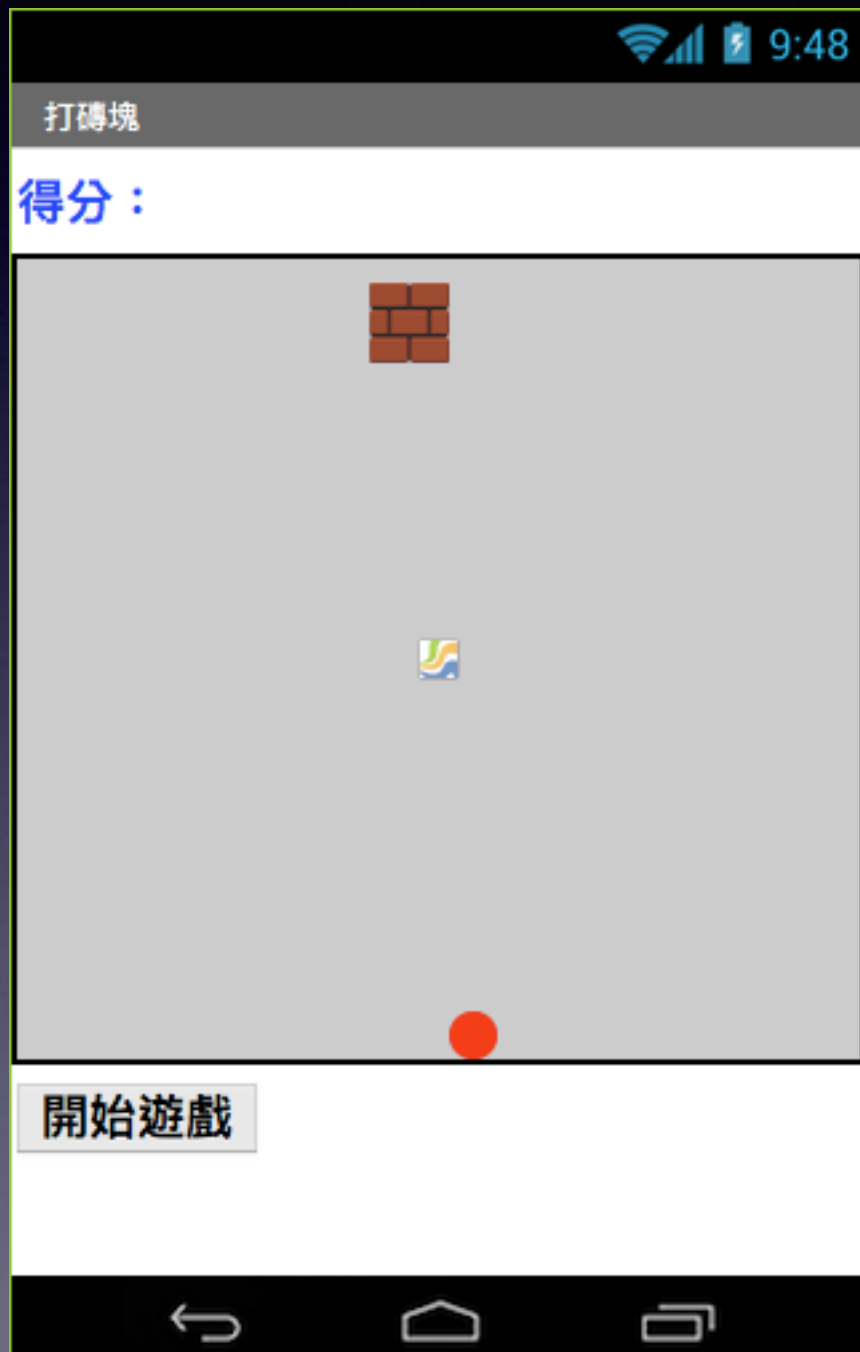
	Name	Date Created
<input type="checkbox"/>	Brick	Oct 27, 2017, 6:04:49 PM
<input type="checkbox"/>	YouBike	Mar 22, 2017, 10:35:08 AM
<input type="checkbox"/>	YouBike2	Oct 20, 2017, 2:25:47 PM
<input type="checkbox"/>	MyYouBike	Mar 22, 2017, 2:03:26 PM
<input type="checkbox"/>	BMI	Dec 6, 2013, 10:40:34 AM
<input type="checkbox"/>	mypro_TaipeiHotel	Mar 13, 2017, 1:16:04 AM
<input type="checkbox"/>	TimeDemo	Jan 17, 2014, 10:47:08 AM
<input type="checkbox"/>	GuessNum	Dec 27, 2013, 10:26:30 AM
<input type="checkbox"/>	Lotto	Dec 13, 2013, 10:29:18 AM
<input type="checkbox"/>	Login	Dec 20, 2013, 9:47:36 AM



Project name : Brick

介面配置

畫面佈局



- Screen 元件
 - AboutScreen：打磚塊
 - AppName：打磚塊
 - Title：打磚塊

Palette

User Interface

Button

CheckBox

DatePicker

Image

Label

ListPicker

ListView

Notifier

PasswordTextBox

Slider

Spinner

TextBox

TimePicker

WebView

Layout

Media

Drawing and Animation

Sensors

Social


Viewer


Display hidden components in Viewer

Check to see Preview on Tablet size.

打磚塊

得分 :





開始遊戲

Components

Screen1

Label1

Canvas1

ImageSprite1

Ball1

Button1

Rename

Delete

Media

cube.png

Upload File ...

Properties

Label1

BackgroundColor

None

FontBold

☒

FontItalic

☐

FontSize

20

FontTypeface

default

HTMLFormat

☐

HasMargins

☒

Height

Automatic...

Width

Fill parent...

Text

得分 :

TextAlignment

left : 0

TextColor

Blue

Visible

☒

- Label 元件
 - FontBold : 勾選
 - FontSize : 20
 - Text : 得分
 - TextColor : Blue

- Canvas 元件
 - BackgroundColor : Light Gray
 - Width : Fill parent
 - Height : 300 pixels

The screenshot shows the Scratch IDE interface. On the left is the 'Palette' with categories like 'User Interface', 'Layout', 'Media', and 'Drawing and Animation'. The 'ImageSprite' component is highlighted in the 'Drawing and Animation' category. In the center is the 'Viewer' showing a game preview with a brick and a ball. On the right is the 'Components' panel showing a hierarchy: 'Screen1' contains 'Label1', 'Canvas1', 'ImageSprite1', 'Ball1', and 'Button1'. The 'ImageSprite1' component is selected. To the right of the 'Components' panel is the 'Properties' panel for 'ImageSprite1'. It shows various settings: 'Enabled' (checked), 'Heading' (0), 'Height' (Automatic), 'Width' (Automatic), 'Interval' (100), 'Picture' (cube.png...), 'Rotates' (checked), 'Speed' (0.0), 'Visible' (checked), 'X' (130), 'Y' (7), and 'Z' (1.0). A red arrow points from the 'ImageSprite1' component in the 'Components' panel to the 'Picture' property in the 'Properties' panel.

- ImageSprite 元件
 - Picture : cube.png
 - X : 130
 - Y : 7

- Ball 元件
 - PaintColor : Red
 - Radius : 9
 - X : 160
 - Y : 280

Palette

User Interface

Button

CheckBox

DatePicker

Image

Label

ListPicker

ListView

Notifier

PasswordTextBox

Slider

Spinner

TextBox

TimePicker

WebView

Layout

Media

Drawing and Animation

Sensors

Social

Storage

Connectivity

LEGO® MINDSTORMS®

Viewer

打磚塊

得分 :

開始遊戲

Components

Screen1

Label1

Canvas1

ImageSprite1

Ball1

Button1

Rename

Delete

Media

cube.png

Upload File ...

Properties

Button1

BackgroundColor

Default

Enabled

FontBold

FontItalic

FontSize

20

FontTypeface

default

Height

Automatic...

Width

Automatic...

Image

None...

Shape

default

ShowFeedback

Text

開始遊戲

TextAlignment

center : 1

TextColor

Default

Visible

- Button 元件
 - FontBold : 勾選
 - FontSize : 20
 - Text : 開始遊戲

程式拼塊

- 建立 score 變數儲存打到的磚塊數



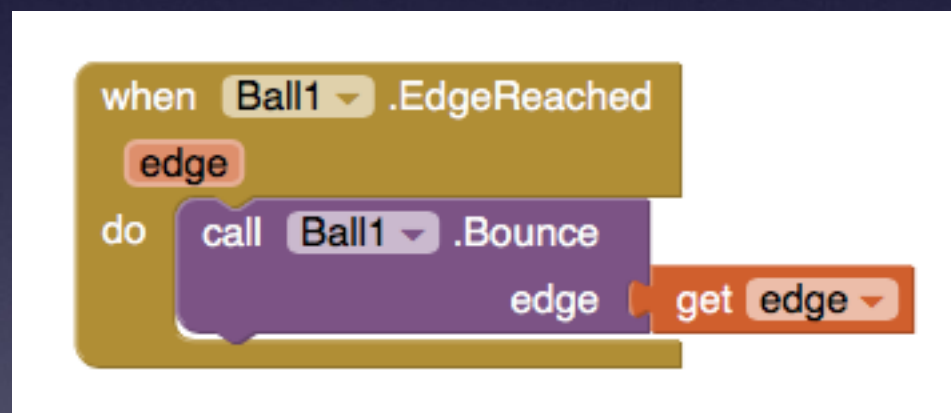
initialize global score to 0

A Scratch code block with an orange background and rounded ends. It contains the text "initialize global" in white, followed by a variable block labeled "score" in white, then the word "to" in white, and finally a numeric block containing the number "0" in white. The variable block and numeric block are connected by a small blue tab.

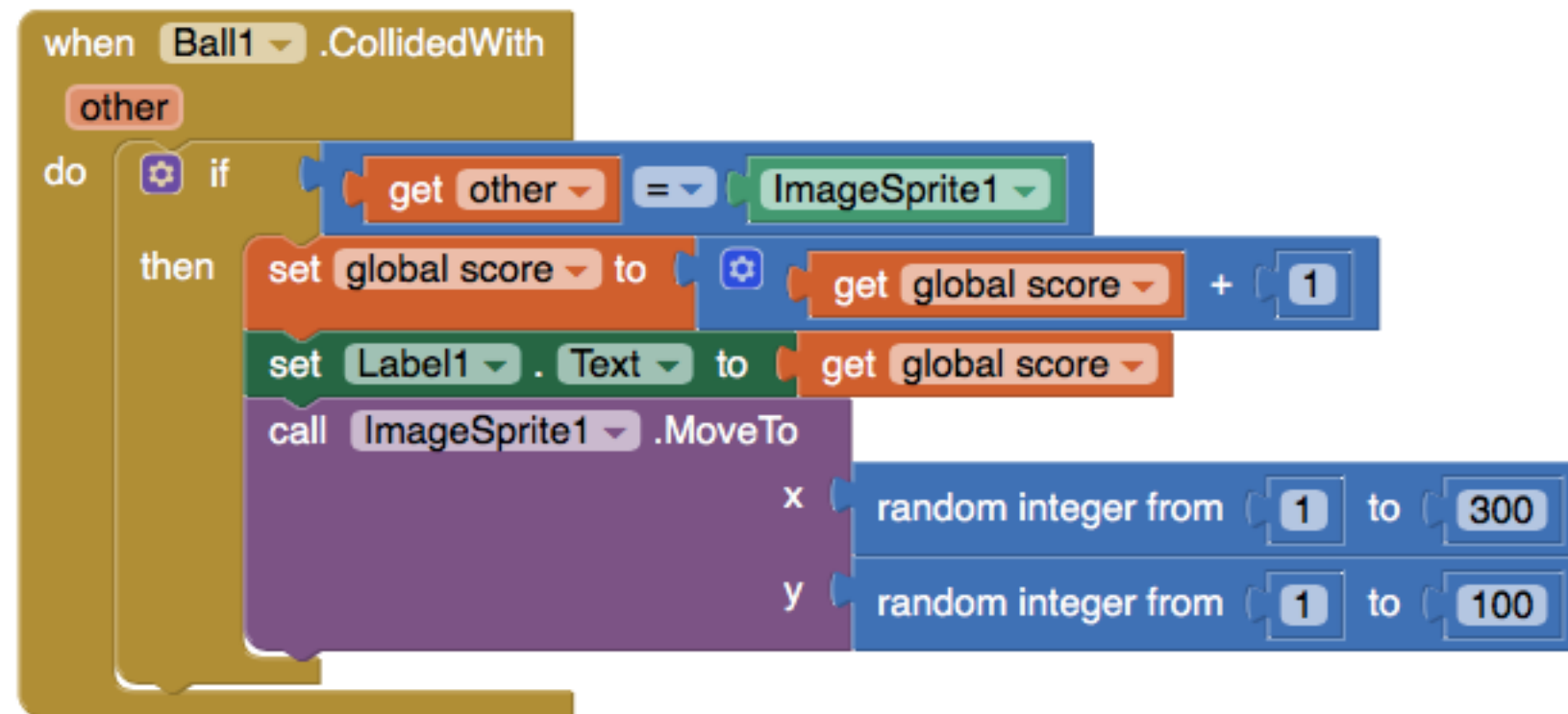
- 按下 開始遊戲 鈕將球往右上方移動



- 球碰到邊緣就反彈



- 當球碰到磚塊時得分加1
- 將磚塊移到另一個隨機位置



- 講義、範例程式下載：
- <https://github.com/ycwang812/VNU>

