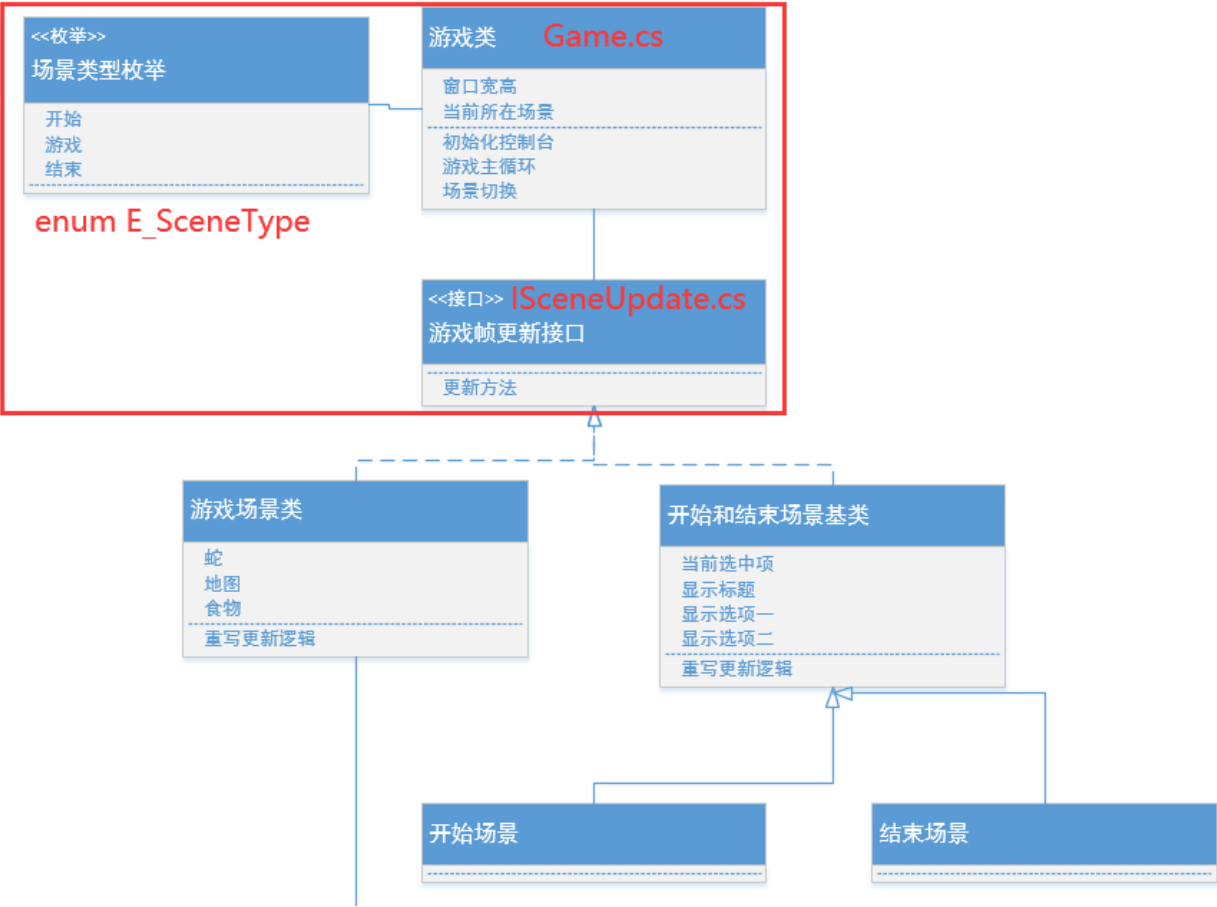
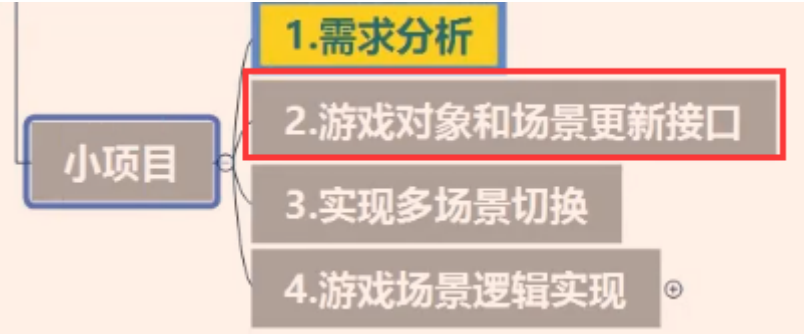


任务56: Game对象和场景更新接口 知识点



```
namespace Snake.Lesson1
{
    /// <summary>
    /// 场景类型枚举
    /// </summary>
    4 个引用
    enum E_SceneType
    {
        /// <summary>
        /// 开始游戏场景
        /// </summary>
        Begin,
        /// <summary>
        /// 游戏场景
        /// </summary>
    }
```

```

    /// </summary>
    Game,
    /// <summary>
    /// 结束游戏场景
    /// </summary>
    End
}

3 个引用
class Game
{
    /// <summary>
    /// 游戏窗口的宽高
    /// </summary>
    public int w = 80;
    public int h = 20;

    public ISceneUpdate nowScene;

    1 个引用
    public Game()
    {
        Console.CursorVisible = false;
        Console.SetWindowSize(w, h);
        Console.SetBufferSize(w, h);
    }

    1 个引用
    public void start()
    {
        //游戏主循环, 主要负责 游戏场景逻辑的更新
        while (true)
        {
            //判断当前游戏场景不为空, 就更新
            if (nowScene != null)
            {
                nowScene.upData();
            }
        }
    }

    0 个引用
    public void changeScene(E_SceneType scene)
    {
        Console.Clear();
        switch (scene)
        {
            case E_SceneType.Begin:
                break;
            case E_SceneType.Game:
                break;
            case E_SceneType.End:
                break;
            default:
                break;
        }
    }
}

```

更新接口:

```
namespace Snake.Lesson1
{
    1 个引用
    interface ISceneUpdate
    {
        1 个引用
        void upData();
    }
}
```

```
static void Main(string[] args)
{
    Game game = new Game();
    game.start();
}
```

