

JinJin / December 16, 2010 01:43PM

[\[語法\] Flash as3 語法 《貓捉老鼠的遊戲》](#)

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```
[color=#CC0000]開始場景:[/color]
```

=====

```
[color=#0033CC]stop[/color](); [color=#999999]// 停在最後一格[/color]
```

```
[color=#999999]//當「START GAME」按鈕被按下時,即播放「遊戲」場景(開始打老鼠)[/color]
StartBtn.[color=#0033CC]addEventListener[/color]([color=#0033CC]MouseEvent.CLICK[/color], startGame);
[color=#0033CC]function[/color] startGame([color=#0033CC]event:MouseEvent):void[/color] {
    [color=#0033CC]gotoAndStop[/color](1,"[color=#66CC00]遊戲[/color]");
}
```

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```
[color=#CC0000]遊戲場景:[/color]
```

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```
[color=#0033CC]stop[/color]();
[color=#0033CC]Mouse.hide[/color]();
```

```
stage.addEventListener(MouseEvent.MOUSE_MOVE, MouseMove);
function MouseMove(event:MouseEvent):void {
    catAttack.x=event.stageX;
    catAttack.y=event.stageY;
}
```

```
stage.addEventListener(MouseEvent.MOUSE_DOWN, MouseDown);
function MouseDown(event:MouseEvent):void {
    catAttack.gotoAndPlay("msDown");
    RatHitTest(); //檢查是否打中老鼠
}
```

```
stage.addEventListener(MouseEvent.MOUSE_UP, MouseUp);
function MouseUp(event:MouseEvent):void {
    catAttack.gotoAndPlay("msUp");
}
```

```
[color=#0033CC]var[/color] arrRat: [color=#0033CC]Array = new Array[/color]();
[color=#999999]//陣列：用來儲存100隻老鼠物件[/color]
var arrIsAlive: Array = new Array(); [color=#999999]//陣列：用來記錄100隻老鼠是否活著[/color]
var KilledCount:int= 0; [color=#999999]//記錄打死了多少隻老鼠[/color]
```

```
var RatAddTimer:Timer=new Timer(300,100); [color=#999999]//產生老鼠的計時器[/color]
```

```
var RatRunTimer:Timer=new Timer(50,680); [color=#999999]//讓老鼠往上爬的計時器[/color]

RatAddTimer.start(); [color=#999999]//讓計時器開始計時[/color]
RatRunTimer.start();

[color=#999999]//每當第 1 個計時器警示時, 就要執行 RatAdd 函式來產生一隻老鼠[/color]
RatAddTimer.addEventListener(TimerEvent.TIMER, RatAdd);
function RatAdd(event:TimerEvent):void {
    var rat1:MovieClip = new Rat()[color=#999999]    //動態產生一隻老鼠物件[/color]

    rat1.x = 20+ Math.random()*510;    [color=#999999]//隨機產生一個 20 ~ 530 之間的水平位置[/color]
    rat1.y = 410;    [color=#999999]//垂直位置固定為 410 (舞台的底部再往下一點)[/color]

    arrRat.push(rat1); [color=#999999]//將新產生的老鼠物件加入 arrRat 陣列中[/color]
    arrIsAlive.push(true); [color=#999999]//將 true 值加入 arrIsAlive 陣列中, 表示還活著[/color]

    addChildAt(rat1, 1); [color=#999999]//將新產生的老鼠物件加入舞台中, 如此才會顯示出來[/color]
}

[color=#999999]//每當第 2 個計時器警示時, 要讓每隻活的老鼠往上爬 12px[/color]
RatRunTimer.addEventListener(TimerEvent.TIMER,RatRun);
function RatRun(event:TimerEvent):void {
    var i:int;
    for (i = 0; i < arrIsAlive.length; i++) if (arrIsAlive[i]) {
        arrRat[i].y -= 12;
    }
}

[color=#999999]//當第 2 個計時器依指定間隔與次數全部計時完成時, 要播放【結束】場景[/color]
RatRunTimer.addEventListener(TimerEvent.TIMER_COMPLETE, gotoEnd);
function gotoEnd(event:TimerEvent):void {
    gotoAndPlay(1,"結束");    [color=#999999]//播放【結束】場景的影格 1[/color]
}

function RatHitTest():void { [color=#999999]//檢查是否打中老鼠[/color]
var i:int;
for (i = 0; i < arrIsAlive.length; i++) {
if (catAttack.hitTestObject(arrRat[i])) { [color=#999999]//採用比較寬鬆的比對方式[/color]
arrIsAlive[i] = false; [color=#999999]//設為已死[/color]
arrRat[i].gotoAndPlay("killed"); [color=#999999]//播放老鼠的死狀[/color]
KilledCount += 1; [color=#999999]//將命中老鼠的計數器加 1[/color]
}
}
}
}
```

=====

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[color=#CC0000]結束場景:[/color]

=====

Mouse.show(); [color=#999966]//將滑鼠指標顯示出來[/color]

[color=#999999]//移除我們在「遊戲」場景中自訂的按下滑鼠事件函式[/color]
stage.removeEventListener(MouseEvent.MOUSE_DOWN, MouseDown);
stage.removeEventListener(MouseEvent.MOUSE_UP, MouseUp);
stage.removeEventListener(MouseEvent.MOUSE_MOVE, MouseMove);

[color=#999999]//設定當按下【REPALY?】鈕時,即播放「遊戲」場景重開戰場[/color]
PlayAgain.addEventListener(MouseEvent.CLICK, gotoStart);
function gotoStart(event:MouseEvent):void{
 gotoAndStop(1,"遊戲");
}

numKilled.text = String(KilledCount); [color=#999999]//將命中計數的值存入 numKilled 動態文字[/color]

[color=#999999]//依命中的多寡給予評分[/color]
if (KilledCount >= 90) {
 comment.text = "我果然寶刀未老, 喵 ~ ~";
} else if (KilledCount

severe234 / November 24, 2013 09:35PM

[Re: \[語法\] Flash as3 語法《貓捉老鼠的遊戲》](#)

請問一下~

如果我是做flash的密室逃脫遊戲

我們希望可以讓玩家把他們的遊戲進度儲存起來

下次在進入遊戲時就可以連結上次的進度

這種儲存方式是要使用SharedObject嗎

那程式碼部分應該要怎麼打呢?