

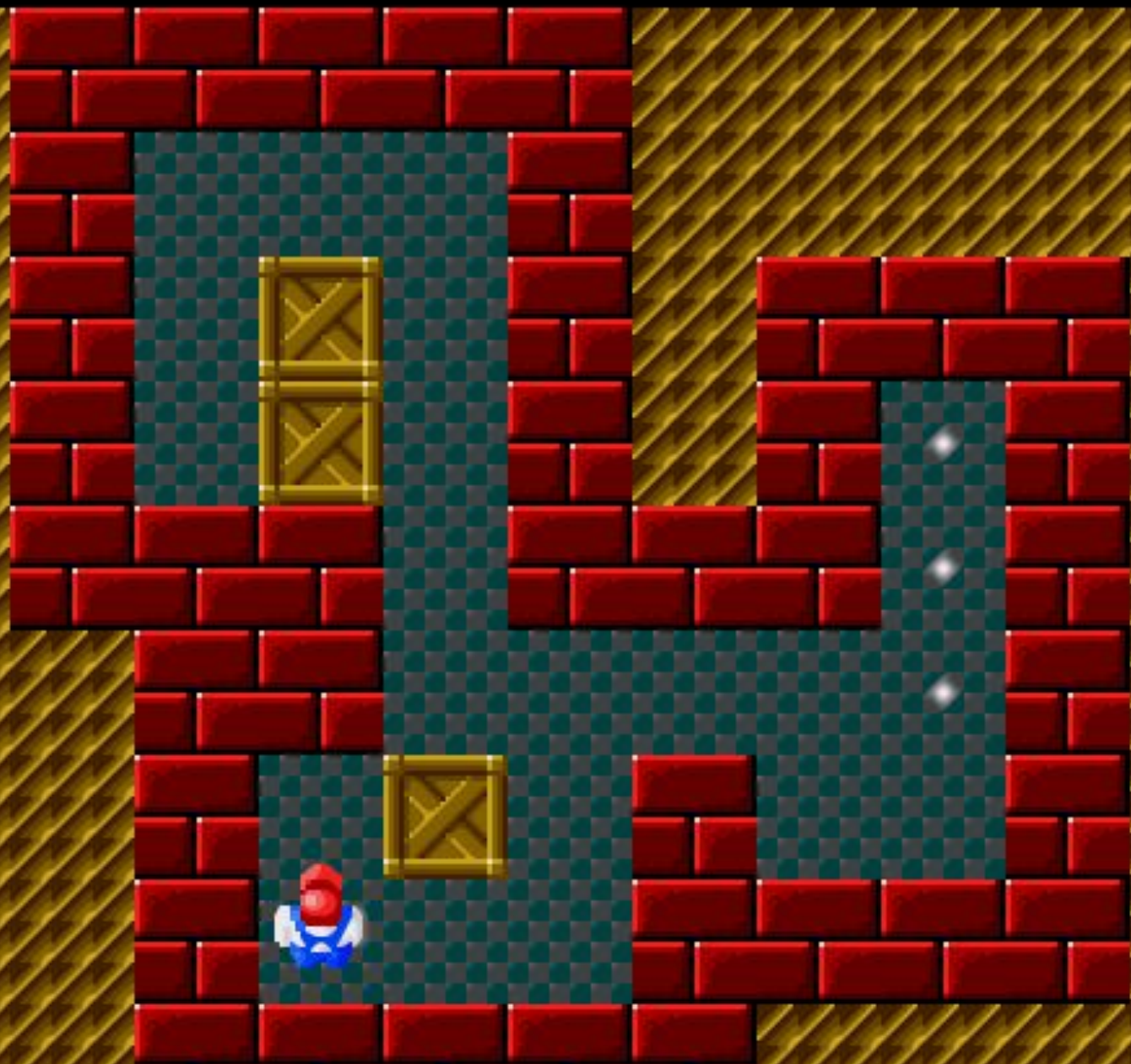
# Создание собственной игры на языке программирования Kotlin

Выполнил: Блохин Григорий  
ДИ 202, Колледж КЭСИ



# Kotlin

Как язык программирования



STEP

13

STAGE

1

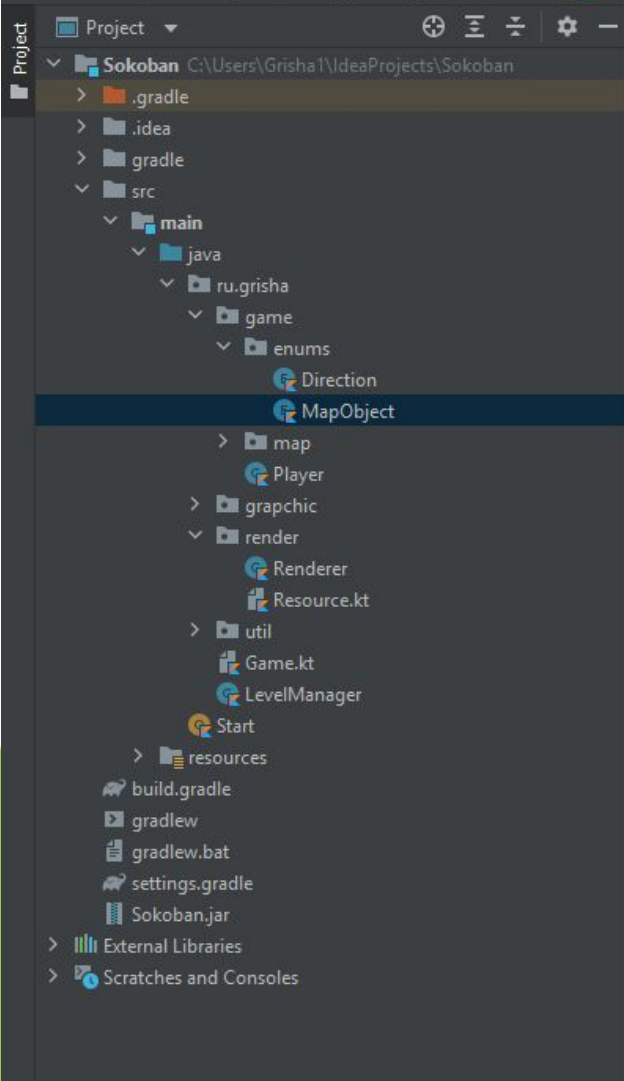
ROOM

2

```
1 package ru.grisha.game.enums
2
3 import ru.grisha.render.Resource
4 import ru.grisha.util.V2
5
6 enum class Direction(val x: Int, val y: Int, val key: Int) {
7
8     UP(x: 0, y: -1, key: 87),
9     DOWN(x: 0, y: 1, key: 83),
10    RIGHT(x: 1, y: 0, key: 68),
11    LEFT(x: -1, y: 0, key: 65);
12
13    val resource: Resource
14    get() = MapObject.PLAYER.resources[ordinal]
15
16    val v2: V2
17    get() = V2(x, y)
18
19    companion object {
20        fun directionByKey(key: Int) = values().firstOrNull { it.key == key }
21
22        fun directionByV2(playerV2: V2, selected: V2?) = selected?.run { values().firstOrNull { playerV2.clone().add(it.v2) == selected } }
23    }
24 }
```

# Перемещение персонажа





```
1 package ru.grisha.game.enums
2
3 import ru.grisha.render.Resource
4
5 enum class MapObject(val id: Char, vararg val resources: Resource) {
6
7     BLOCK( id: '#', Resource.get("objects/map/block.png")), FLOOR(
8         id: 'F',
9         Resource.get("objects/map/floor.png")
10    ),
11    BOX( id: 'B', Resource.get("objects/map/box.png")), PLAYER(
12        id: '@',
13        Resource.get("player/up.png"),
14        Resource.get("player/down.png"),
15        Resource.get("player/right.png"),
16        Resource.get("player/left.png")
17    ),
18    POINT( id: 'P', Resource.get("objects/map/point.png"));
19
20 companion object {
21     fun forChar(c: Char) = values().firstOrNull { it.id == c }
22 }
23
24 }
```





File Edit View Navigate Code Refactor Build Run Tools VCS Window Help

Sokoban > src > main > resources > assets > levels > 1

Project Project 1 x

- Project
  - Sokoban C:\Users\Grisha1\IdeaProjects\Sokoban
    - .gradle
    - .idea
    - build
    - gradle
    - src
      - main
        - java
          - ru.grisha
            - game
              - enums
                - Direction
                - MapObject
              - map
              - Player
            - graphic
            - render
              - Renderer
              - Resource.kt
            - util
              - Game.kt
              - LevelManager
            - Start
          - resources
            - assets
              - levels

```
1 #####
2 #FFFFFF#
3 #FBF@FF#
4 #FFFFFF#
5 #FFFPFF#
6 #####
```

1



<https://starfarm.fun/Sokoban.jar>