

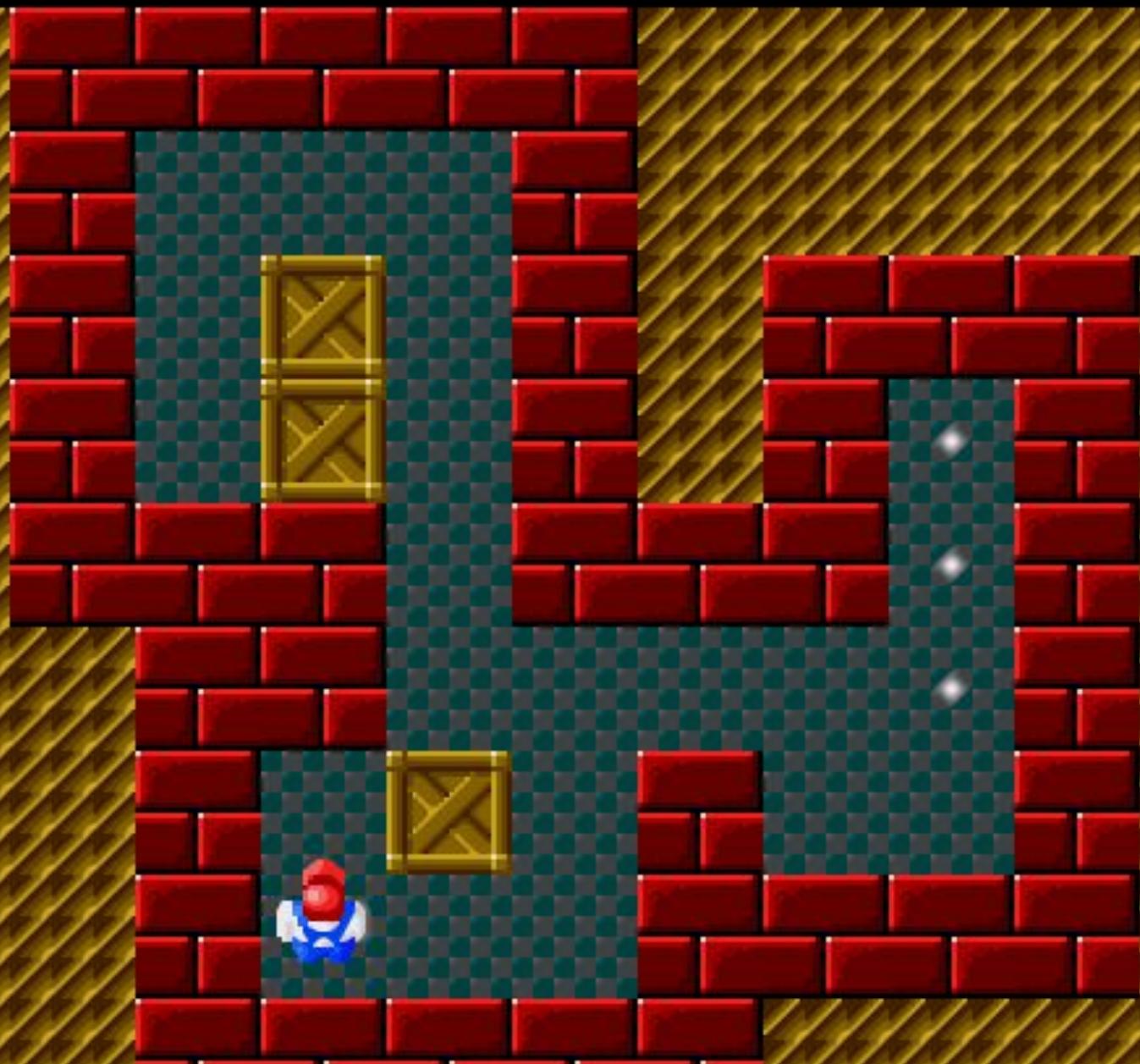
Создание собственной игры на языке программирования Kotlin

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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





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>