

# 游戏项目实践 实践课9

- 游戏脚本 (Lua)

1

# Lua初体验



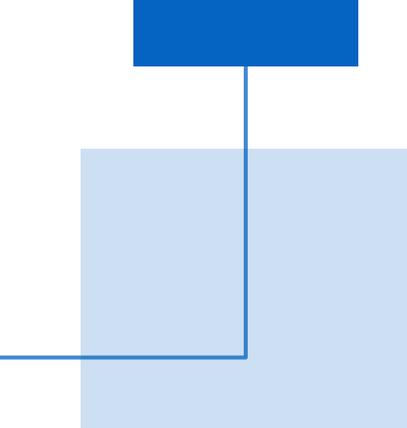
## 练习1-1:

1. 下载Love程序及资源包
2. 在控制台中运行helloworld程序
  1. Windows: love flightgame
  2. Mac: open -n -a love flightgame
3. 观察结果

## 练习1-2:

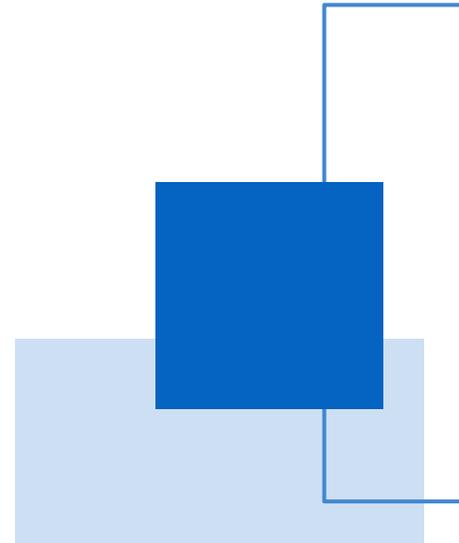
1. 参考flightgame/main.lua代码
2. 实现在屏幕正中间载入绘制gem01.png图片





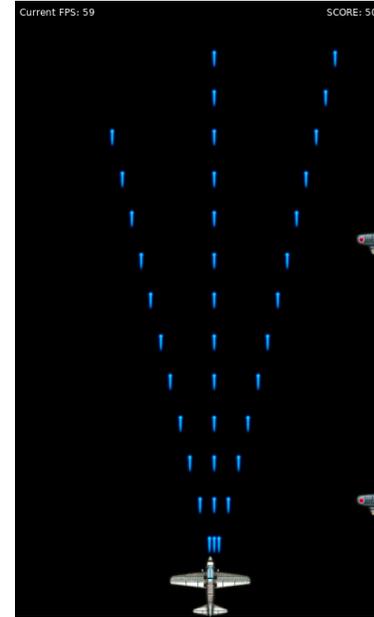
2

# 飞行射击游戏



## 练习2-1:

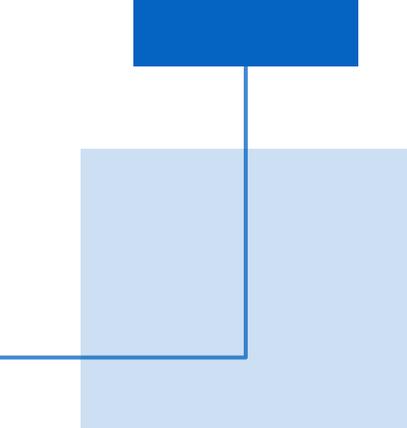
1. 执行flightgame
2. 阅读flightgame/main.lua代码
3. 实现至少2种样式的子弹发射模式
  1. 例1: 按下F, 子弹向前三方向扩散
  2. 例2: 按下G, 子弹向四周扩散



例1

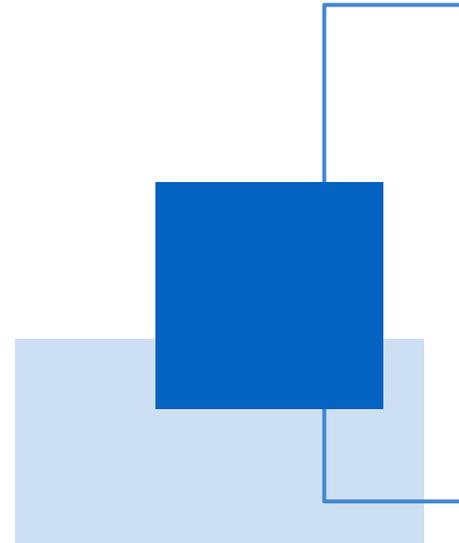
## 练习2-2:

1. 增加奖励功能 (随机出现宝石的图案) 
2. 飞机与随机出现的宝石碰撞后, 激活新样式的子弹发射模式



3

# xLua插件练习 (附加练习)



## 练习3-1:

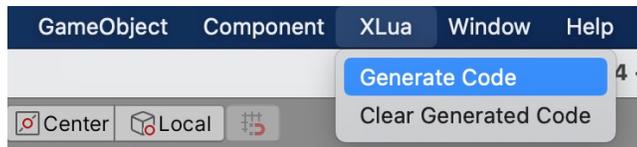
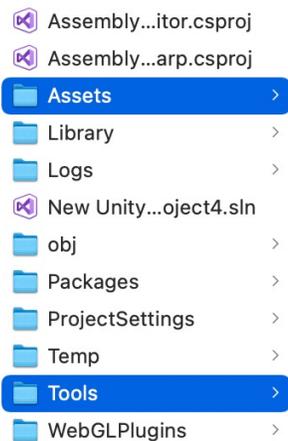
1. 下载9-xLua.zip
2. 将Assets及Tools文件夹复制到Unity工程目录下
  1. Mac系统如果出现安全性问题的话, 需要在系统设置中选择同意
3. 菜单中选者Xlua->Generate Code
4. 打开场景文件Xlua->Examples->UI Event
5. 实现简单的对话模式, 对话自行设定

```
scriptId = 0

function start()
    print("lua start...")

    self:GetComponent("Button").onClick.AddListener(function()
        scriptId = scriptId + 1
    end)
end

function update()
    if scriptId == 0 then
        input:GetComponent("InputField").text = "小懒: 早上好! "
    elseif scriptId == 1 then
        input:GetComponent("InputField").text = "小张: 一起去上课吧! "
    elseif scriptId == 2 then
        input:GetComponent("InputField").text = "小懒: 想再睡一会儿! "
    elseif scriptId == 3 then
        input:GetComponent("InputField").text = "小张: 今天是李老师的课啊! "
    elseif scriptId == 4 then
        input:GetComponent("InputField").text = "小懒: 好吧, 那你等我一会儿! "
    end
end
end
```



| Q&A