

國立虎尾科技大學

機械設計工程系

計算機程式bg1 期末報告

用leo製作小遊戲

學生

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第一章 前言

在期中之前剛接觸電腦程式的我們是一片茫然，只覺得這門課怎麼這麼困難都不知道該怎麼做，過了期中之後期末採取分組作業的方式，在與組員的分工合作、互相幫忙教導之下對這門課越來越熟悉。最後透過大家的幫忙來完成這一次的期末報告。

第二章 可攜程式系統介紹

開啟:

點選p37-18.11裡的start.bat



圖1.啟動鈕

將會跳出多個cmd和SciTE



圖2.cmd

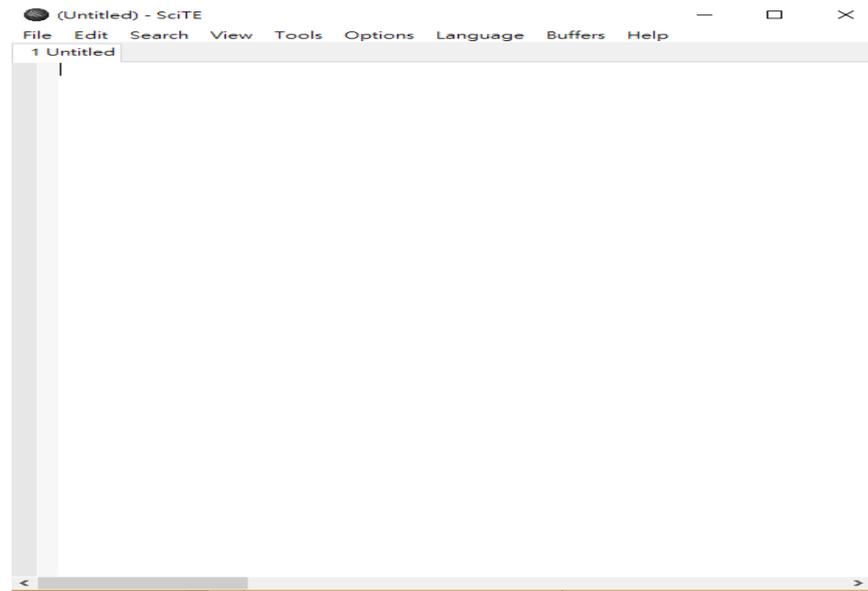


圖3. SciTE

關閉:

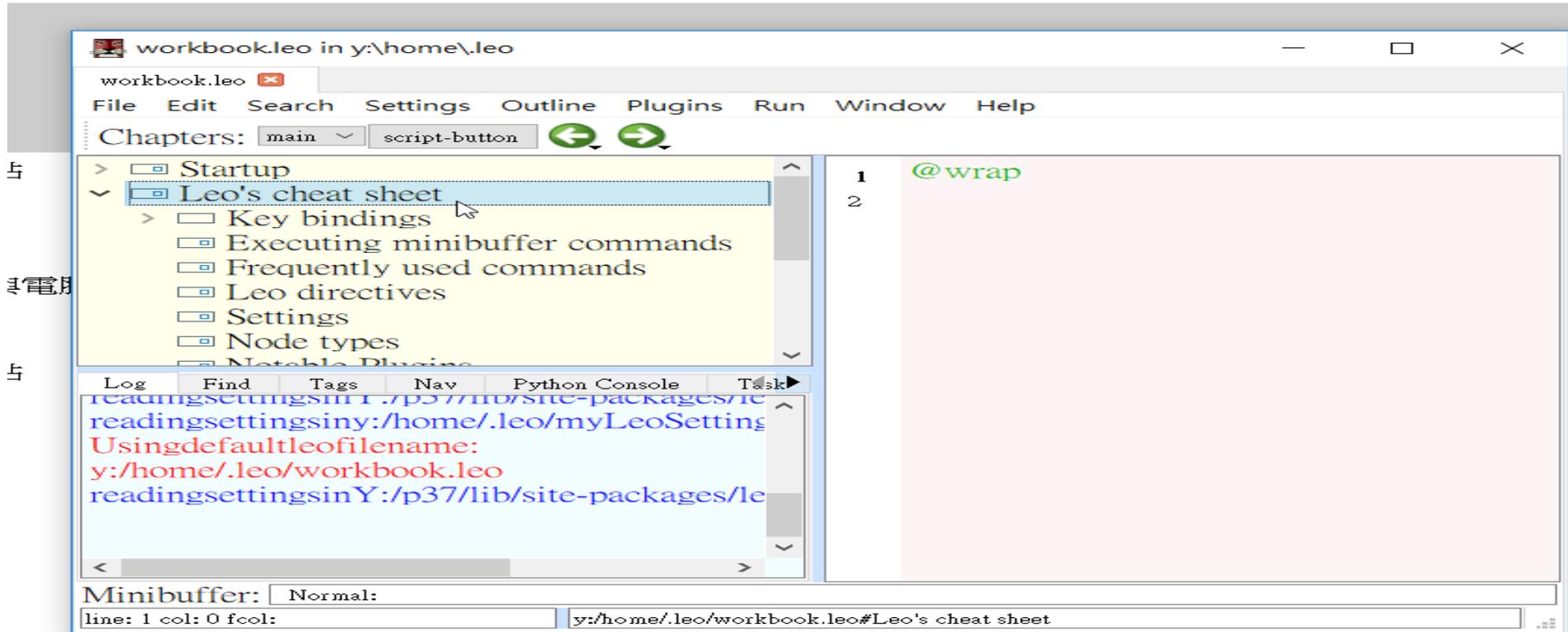
點選stop.bat將會全部一起關閉



圖1.關閉鈕

第三章：小遊戲製作流程

第一步，我們使用可攜程式系統p37打開leo



第二步為找到tmp資料夾裡的project資料夾，找到kmlgame資料夾將裡面名為kmlgame.leo的leo檔案拉進leo裡進行編輯

The screenshot shows a web browser window with the Leo editor interface. The browser's address bar shows the file path: `F:\p37-18.11\data\tmp\project\kmlgame`. The browser tabs include `workbook.leo` and `kmlgame.leo`. The Leo editor's left sidebar shows a tree view of the project structure, with `@clean game1.html` selected. The main editor area displays the code for `@clean game1.html`, including `<<game_title>>` and `game body`. The bottom of the browser window shows a Python console with the following output:

```
updating:@cleaninputpoint.py
updating:@cleanlogic.py
updating:@cleanmathapp.py
updating:@cleanmathbase.py
updating:@cleanslider.py
updating:@cleansound.py
notfound:F:/p37-18.11/data/tmp/project/kmlgame
notfound:F:/p37-18.11/data/tmp/project/kmlgame
read29filesin1.79seconds
readoutlinein4.06seconds
```

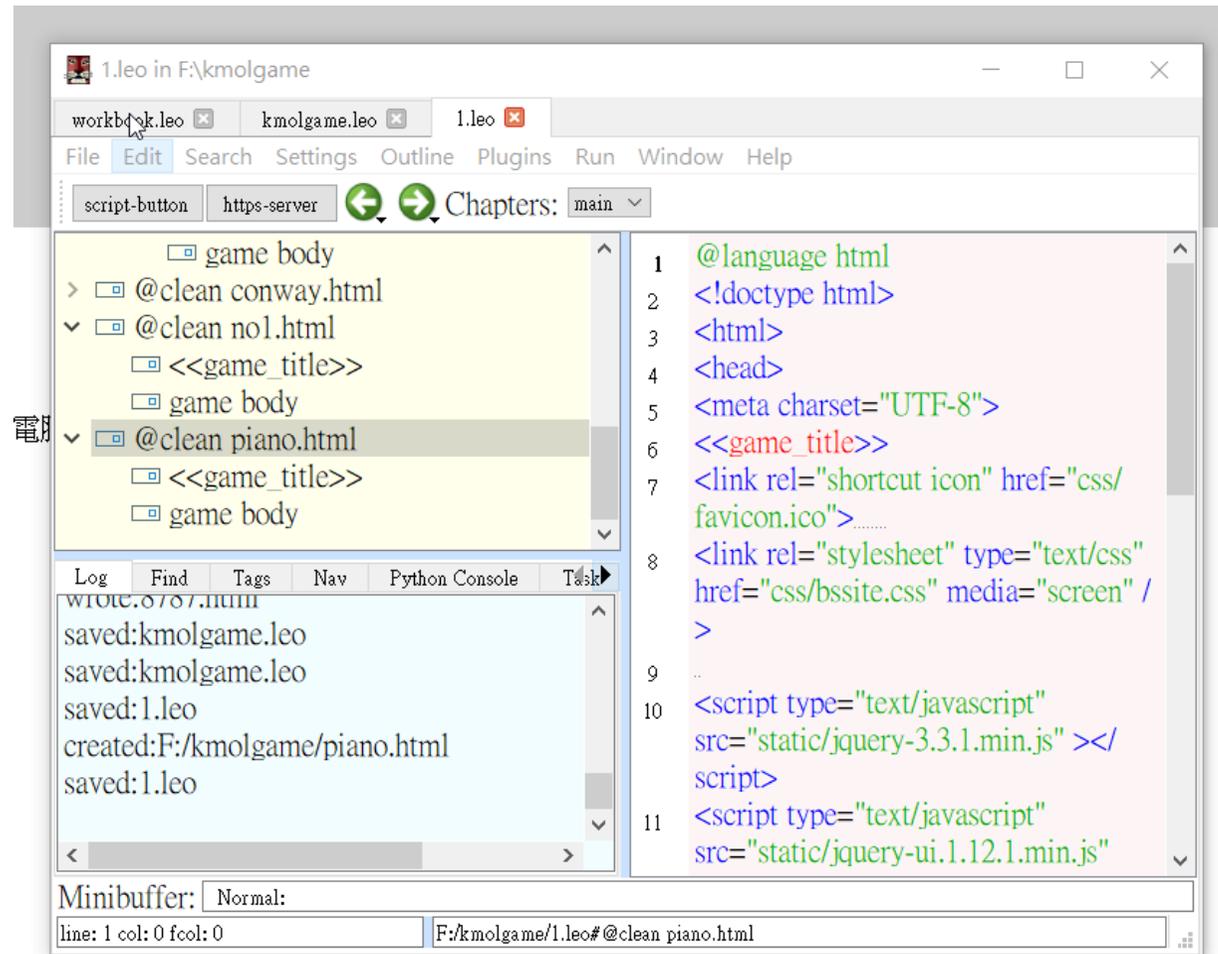
The status bar at the bottom of the browser window shows `line: 1 col: 0 fc0l:` and `F:/p37-18.11/data/tmp/project/kmlgame/kmlgame.leo#@button https-server`.

Overlaid on the browser window is a Windows File Explorer window showing the directory `kmlgame`. The address bar shows the path `p37-18.11 > data > tmp > project > kmlgame`. The search bar contains `搜尋 kmlgame`. The file list shows the following files and folders:

名稱	修改日期	類型	大小
css	2018/12/3 下午 0...	檔案資料夾	
images	2018/12/3 下午 0...	檔案資料夾	
sounds	2018/12/3 下午 0...	檔案資料夾	
static	2018/12/3 下午 0...	檔案資料夾	
_config.yml	2018/12/3 下午 0...	YML 檔案	1 KB
bunny.html	2018/12/3 下午 0...	Chrome HTML D...	3 KB
conway.html	2018/12/3 下午 0...	Chrome HTML D...	6 KB
game1.html	2018/12/3 下午 0...	Chrome HTML D...	3 KB
game2.html	2018/12/3 下午 0...	Chrome HTML D...	15 KB
ggame_documentation.pdf	2018/12/3 下午 0...	Foxit PhantomPD...	223 KB
https_server.py	2018/12/3 下午 0...	PY 檔案	1 KB
index.html	2018/12/3 下午 0...	Chrome HTML D...	3 KB
kmlgame.leo	2018/12/3 下午 0...	LEO 檔案	241 KB
LICENSE	2018/12/3 下午 0...	檔案	35 KB
localhost.crt	2018/12/3 下午 0...	安全性憑證	2 KB
localhost.key	2018/12/3 下午 0...	KEY 檔案	2 KB
platformer.html	2018/12/3 下午 0...	Chrome HTML D...	10 KB
README.md	2018/12/3 下午 0...	MD 檔案	1 KB
simple1.html	2018/12/3 下午 0...	Chrome HTML D...	7 KB
spacegame.html	2018/12/3 下午 0...	Chrome HTML D...	3 KB
spacewar.html	2018/12/3 下午 0...	Chrome HTML D...	15 KB

The File Explorer window also shows a sidebar with navigation options like `雷射加工`, `OneDrive`, `本機`, `3D 物件`, `Autodesk 360`, `下載`, `文件`, `音樂`, `桌面`, `圖片`, `影片`, `OS (C:)`, `DATA (D:)`, `USB 磁碟機 (F:)`, `抽取式磁碟 (Y:)`, and `網路`. The bottom of the File Explorer window shows `22 個項目 已選取 1 個項目 240 KB`.

新增一個節點名稱開頭打@clean，結尾打html
中間檔名自訂，之後在此節點下新增兩個子集
<<game_title >>跟game body，然後將上方
@clean simple1.html內容複製至剛剛新增的節點



The screenshot shows the Leo editor interface. The top window title is "1.leo in F:\kmlgame". The menu bar includes File, Edit, Search, Settings, Outline, Plugins, Run, Window, and Help. Below the menu bar are buttons for "script-button" and "https-server", and a "Chapters:" dropdown menu set to "main".

The Outline pane on the left shows a tree structure:

- game body
- > @clean conway.html
- ▼ @clean nol.html
 - <<game_title>>
 - game body
- ▼ @clean piano.html
 - <<game_title>>
 - game body

The main editor pane shows HTML code:

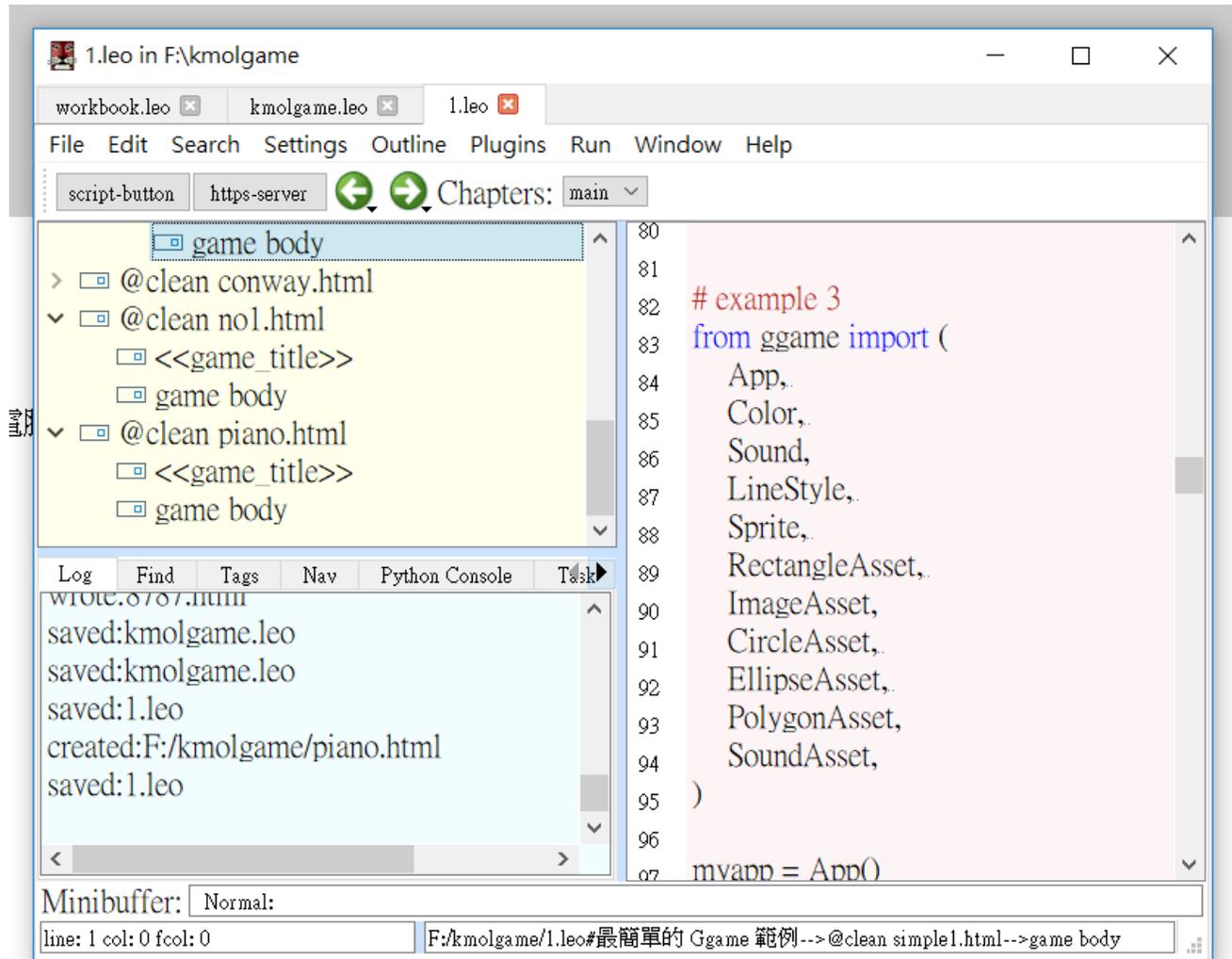
```
1 @language html
2 <!doctype html>
3 <html>
4 <head>
5 <meta charset="UTF-8">
6 <<game_title>>
7 <link rel="shortcut icon" href="css/
  favicon.ico">.....
8 <link rel="stylesheet" type="text/css"
  href="css/bssite.css" media="screen" /
  >
9 ..
10 <script type="text/javascript"
  src="static/jquery-3.3.1.min.js" ></
  script>
11 <script type="text/javascript"
  src="static/jquery-ui.1.12.1.min.js"
```

The Log pane at the bottom shows:

```
WTOIC:0707.HHHH
saved:kmlgame.leo
saved:kmlgame.leo
saved:1.leo
created:F:/kmlgame/piano.html
saved:1.leo
```

The status bar at the bottom shows "Minibuffer: Normal:" and "line: 1 col: 0 fcol: 0" with the file path "F:/kmlgame/1.leo#@clean piano.html".

接著複製@simple1的game body裡的example3到新增節點裡的game body



如圖4所示先在第一行打上@language python後，再從第二行開始將example的指令貼上之後如圖5所示找到指令裡面的sounds進行編輯，因為我們所做的小遊戲是鋼琴，總共有八個音，就按照順序給予每個音階配對到的音樂。例如音do就給予其對應到的聲音，以此類推至第八個音

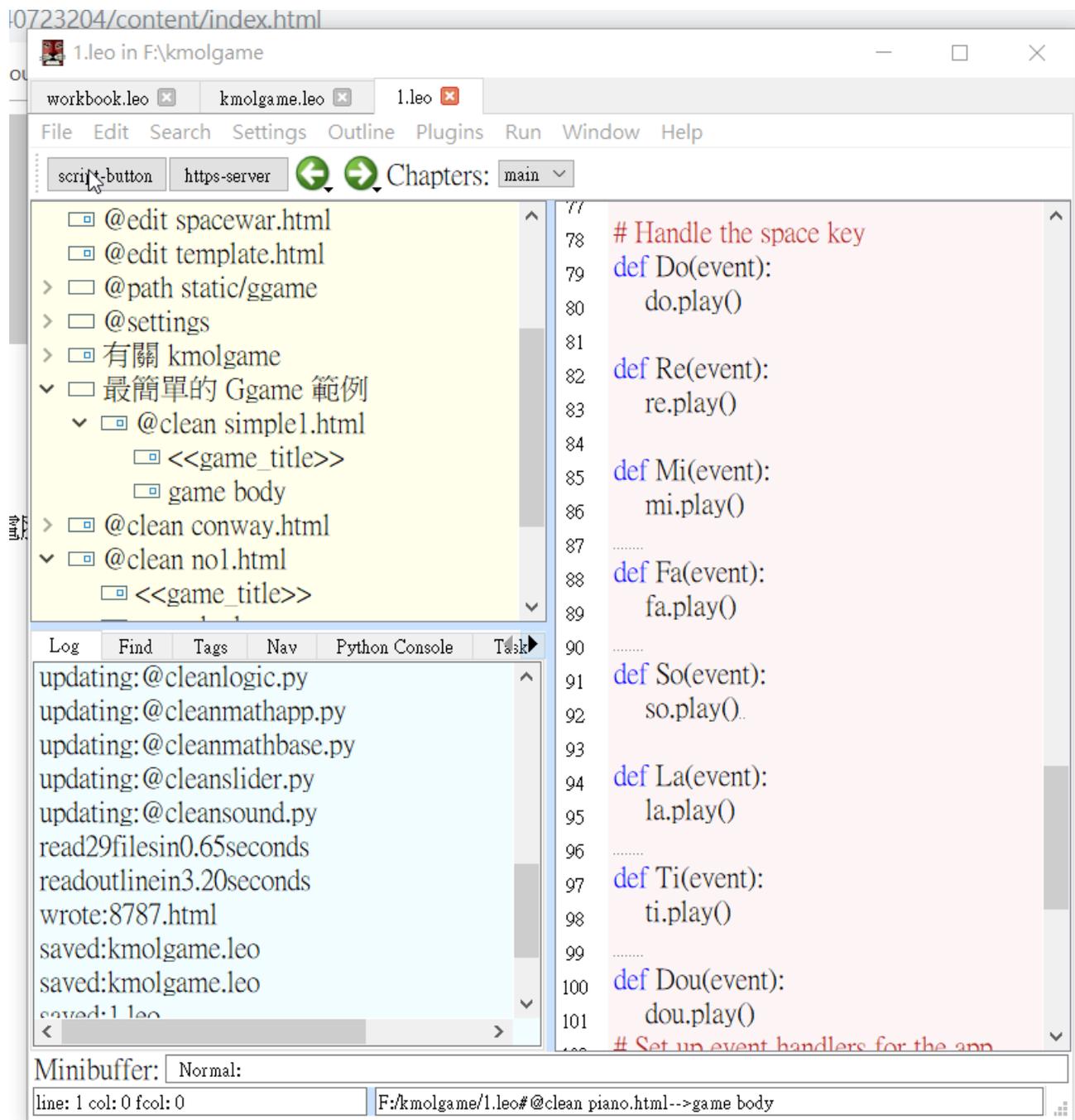
```
in v
1 @language python
2 # example 3
3 from ggame import (
4     App,
5     Color,
```

圖4

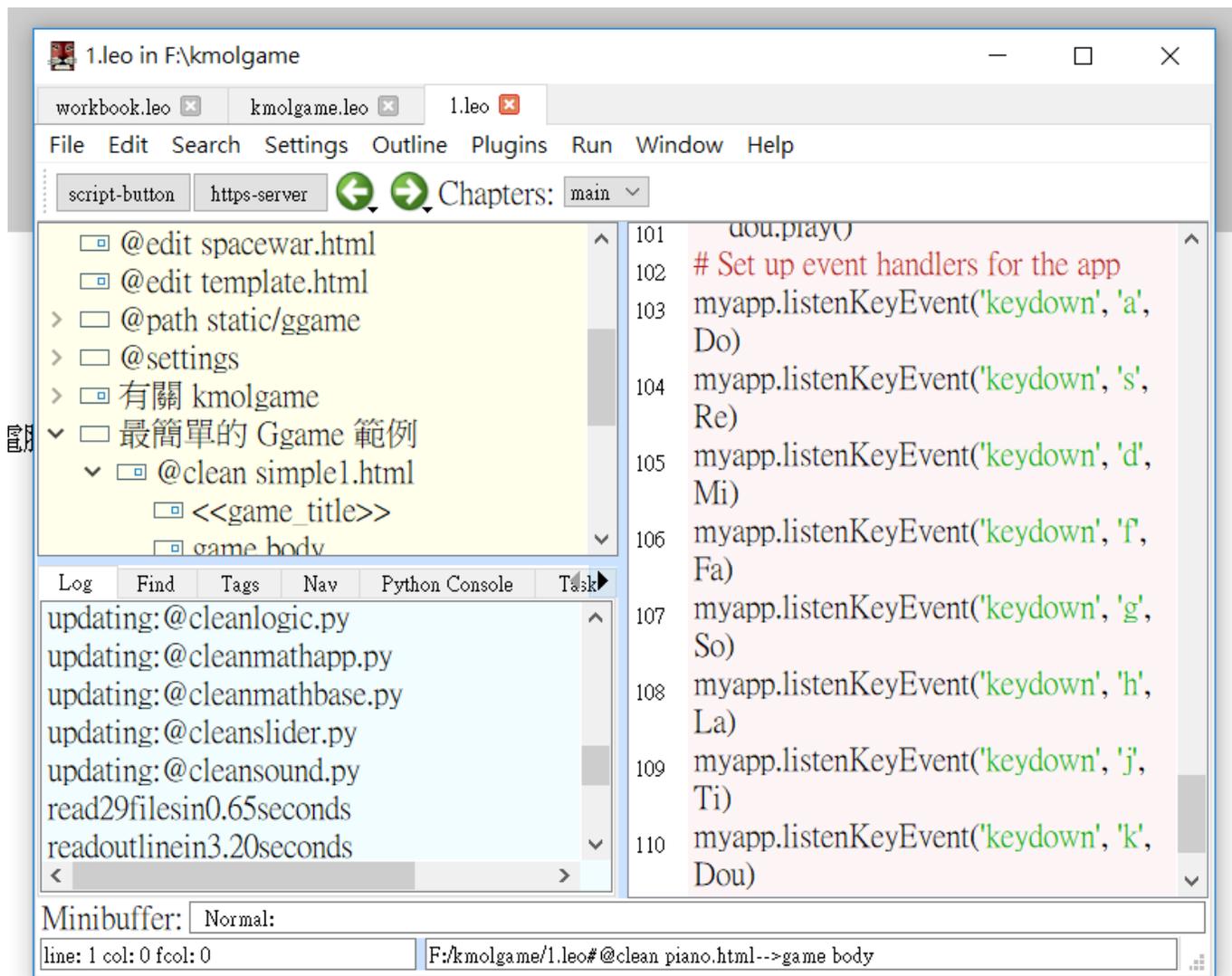
圖5

```
1.leo in F:\kmlgame
workbook.leo x kmlgame.leo x 1.leo x
File Edit Search Settings Outline Plugins Run Window Help
script-button https-server Chapters: main
  @edit spacewar.html
  @edit template.html
  @path static/ggame
  @settings
  有關 kmlgame
  最簡單的 Ggame 範例
    @clean simple1.html
      <<game_title>>
      game body
    @clean conway.html
    @clean no1.html
      <<game_title>>
      game body
    @clean piano.html
      <<game_title>>
      game body
Log Find Tags Nav Python Console Task
updating:@cleanlogic.py
updating:@cleanmathapp.py
updating:@cleanmathbase.py
updating:@cleanslider.py
updating:@cleansound.py
read29filesin0.65seconds
readoutlinein3.20seconds
wrote:8787.html
saved:kmlgame.leo
saved:kmlgame.leo
saved:1.leo
created:F:/kmlgame/piano.html
saved:1.leo
34 # Sounds
35 pew1_asset = SoundAsset("sounds/
36 1.mp3")
37 do = Sound(pew1_asset)
38
39 pew2_asset = SoundAsset("sounds/
40 2.mp3")
41 re = Sound(pew2_asset)
42
43 pew3_asset = SoundAsset("sounds/
44 3.mp3")
45 mi = Sound(pew3_asset)
46
47 pew4_asset = SoundAsset("sounds/
48 4.mp3")
49 fa = Sound(pew4_asset)
50
51 pew5_asset = SoundAsset("sounds/
52 5.mp3")
53 so = Sound(pew5_asset)
54
55 pew6_asset = SoundAsset("sounds/
56 6.mp3")
57 la = Sound(pew6_asset)
58
59 pew7_asset = SoundAsset("sounds/
60 7.mp3")
61 ti = Sound(pew7_asset)
62
63 pew8_asset = SoundAsset("sounds/
64 8.mp3")
65 dou = Sound(pew8_asset)
```

找到handle
the space key
編輯，將每個
音階對應要發
出的音，以便
進行下一步指
令



找到set up event handlers for the app進行編輯，將每個音階對應一個鍵盤按鍵以用來進行操控，例如按下鍵盤A就會對應發出do的音階



The screenshot shows a Leo editor window titled "1.leo in F:\kmlgame". The editor has several tabs open: "workbook.leo", "kmlgame.leo", and "1.leo". The menu bar includes "File", "Edit", "Search", "Settings", "Outline", "Plugins", "Run", "Window", and "Help". The "Chapters" pane shows a tree view with "main" selected. The main editor area displays a Python script with the following code:

```
101 dou.pray()
102 # Set up event handlers for the app
103 myapp.listenKeyEvent('keydown', 'a',
104   Do)
105 myapp.listenKeyEvent('keydown', 's',
106   Re)
107 myapp.listenKeyEvent('keydown', 'd',
108   Mi)
109 myapp.listenKeyEvent('keydown', 'f',
110   Fa)
111 myapp.listenKeyEvent('keydown', 'g',
112   So)
113 myapp.listenKeyEvent('keydown', 'h',
114   La)
115 myapp.listenKeyEvent('keydown', 'j',
116   Ti)
117 myapp.listenKeyEvent('keydown', 'k',
118   Dou)
```

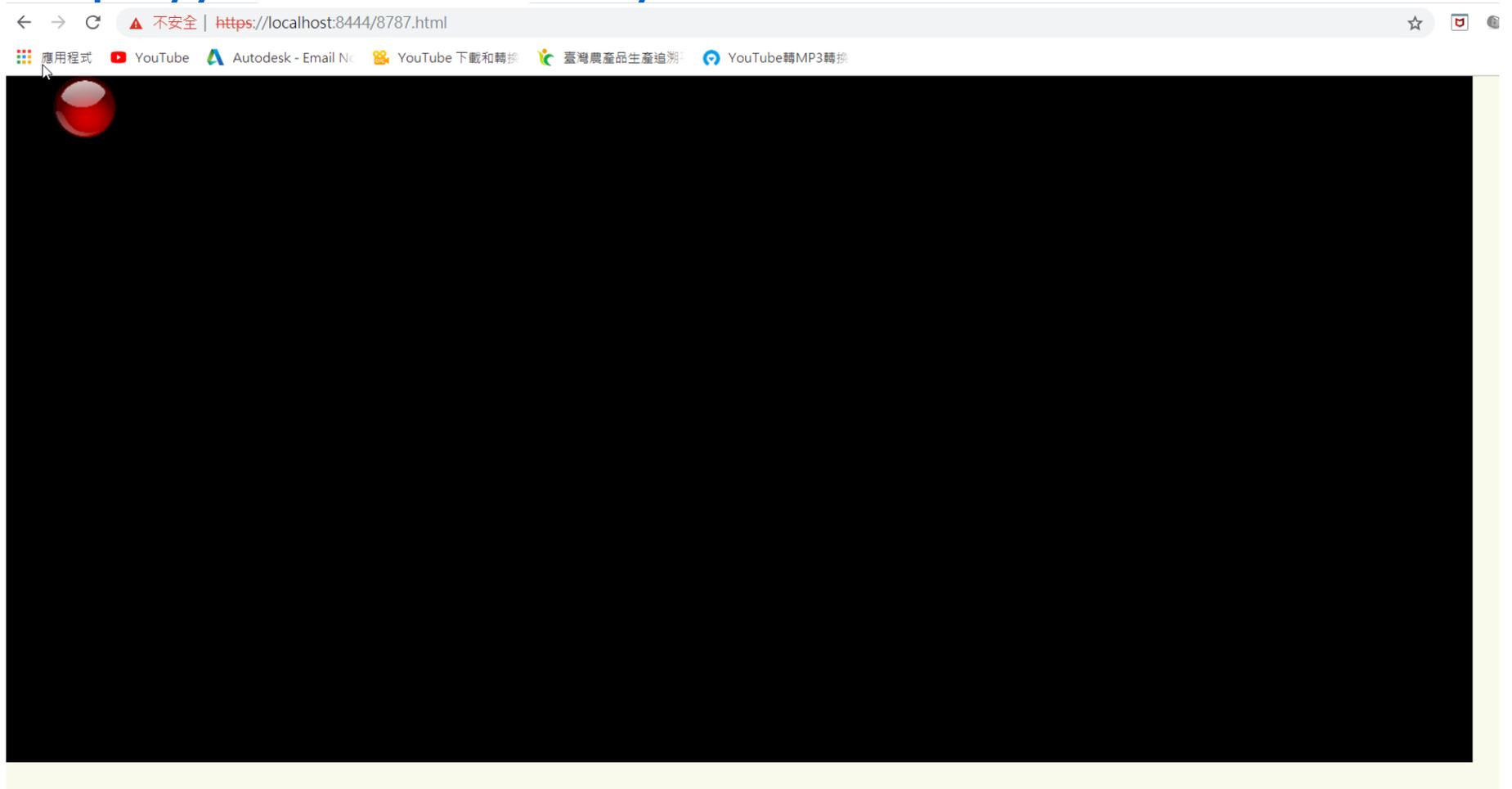
The "Log" pane at the bottom shows the following output:

```
updating:@cleanlogic.py
updating:@cleanmathapp.py
updating:@cleanmathbase.py
updating:@cleanslider.py
updating:@cleansound.py
read29filesin0.65seconds
readoutlinein3.20seconds
```

The status bar at the bottom shows "Minibuffer: Normal:" and "line: 1 col: 0 fcol: 0 F:/kmlgame/1.leo#@clean piano.html-->game body".

完成以上步驟及完成了這個小遊戲
以下為我們的小遊戲

<https://localhost:8444/8787.html>



第四章 Github協同 4-1建立個人倉儲

建立個人倉儲

*cd:到...

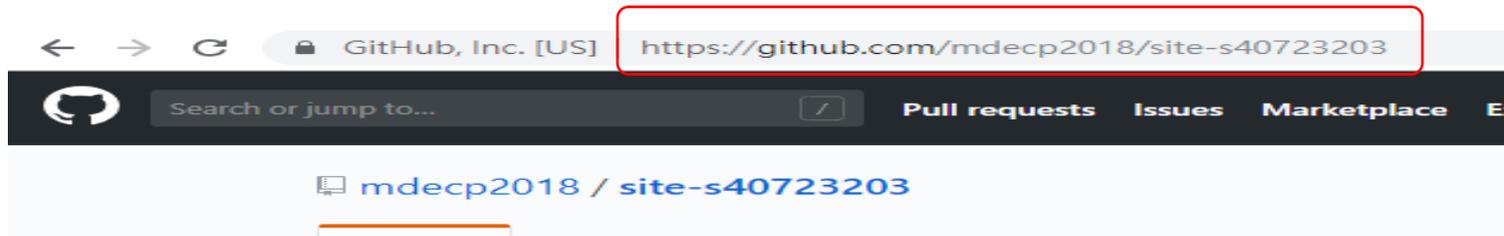
將路徑設定到tmp

*cd \:回上一步驟

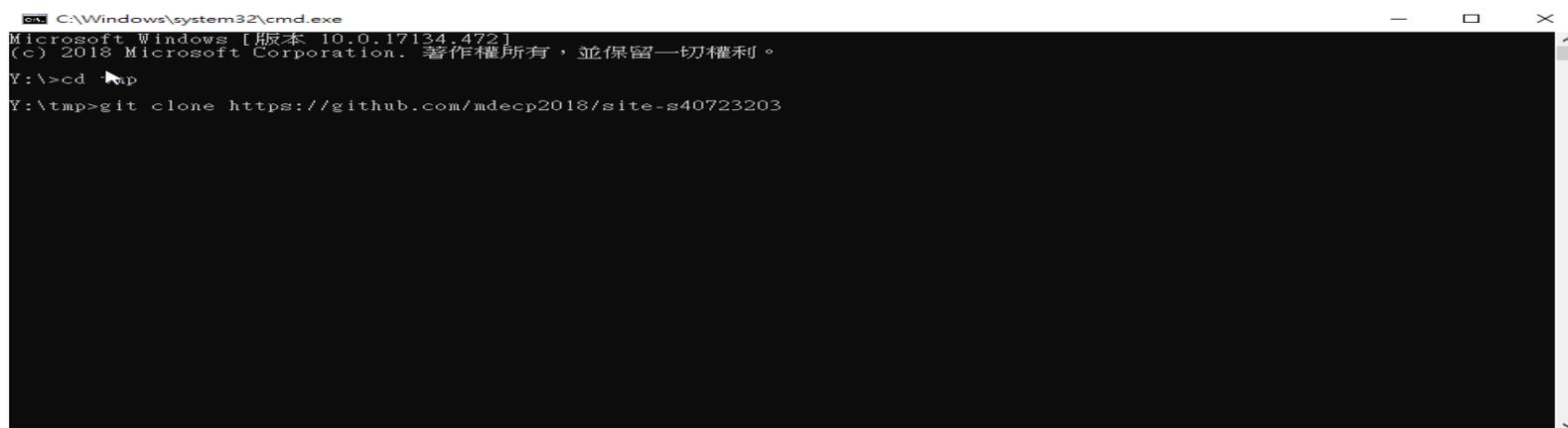


```
C:\Windows\system32\cmd.exe
Microsoft Windows [版本 10.0.17134.472]
(c) 2018 Microsoft Corporation. 著作權所有，並保留一切權利。
Y:\>cd tmp
Y:\tmp>
```

複製自己的網址

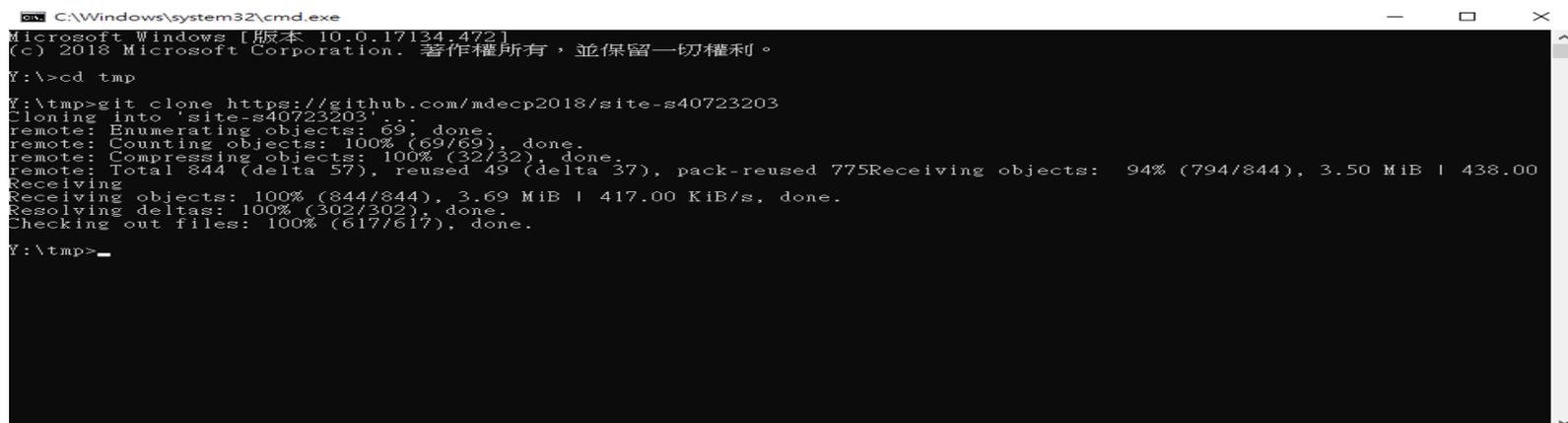


打上git clone後貼上之後按下Enter



```
C:\Windows\system32\cmd.exe
Microsoft Windows [版本 10.0.17134.472]
(c) 2018 Microsoft Corporation. 著作權所有，並保留一切權利。
Y:\>cd tmp
Y:\tmp>git clone https://github.com/mdecp2018/site-s40723203
```

跑完後就完成了



```
C:\Windows\system32\cmd.exe
Microsoft Windows [版本 10.0.17134.472]
(c) 2018 Microsoft Corporation. 著作權所有，並保留一切權利。
Y:\>cd tmp
Y:\tmp>git clone https://github.com/mdecp2018/site-s40723203
Cloning into 'site-s40723203'...
remote: Enumerating objects: 69, done.
remote: Counting objects: 100% (69/69), done.
remote: Compressing objects: 100% (32/32), done.
remote: Total 844 (delta 57), reused 49 (delta 37), pack-reused 775
Receiving objects: 94% (794/844), 3.50 MiB | 438.00
Receiving objects: 100% (844/844), 3.69 MiB | 417.00 KiB/s, done.
Resolving deltas: 100% (302/302), done.
Checking out files: 100% (617/617), done.
Y:\tmp>
```

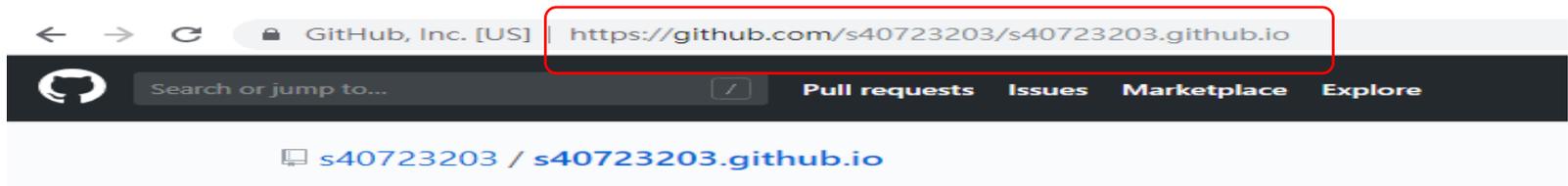
建立個人倉儲

將路徑設定到tmp



```
C:\Windows\system32\cmd.exe
Microsoft Windows [版本 10.0.17134.472]
(c) 2018 Microsoft Corporation. 著作權所有，並保留一切權利。
Y:\>cd tmp
Y:\tmp>
```

複製自己的網址

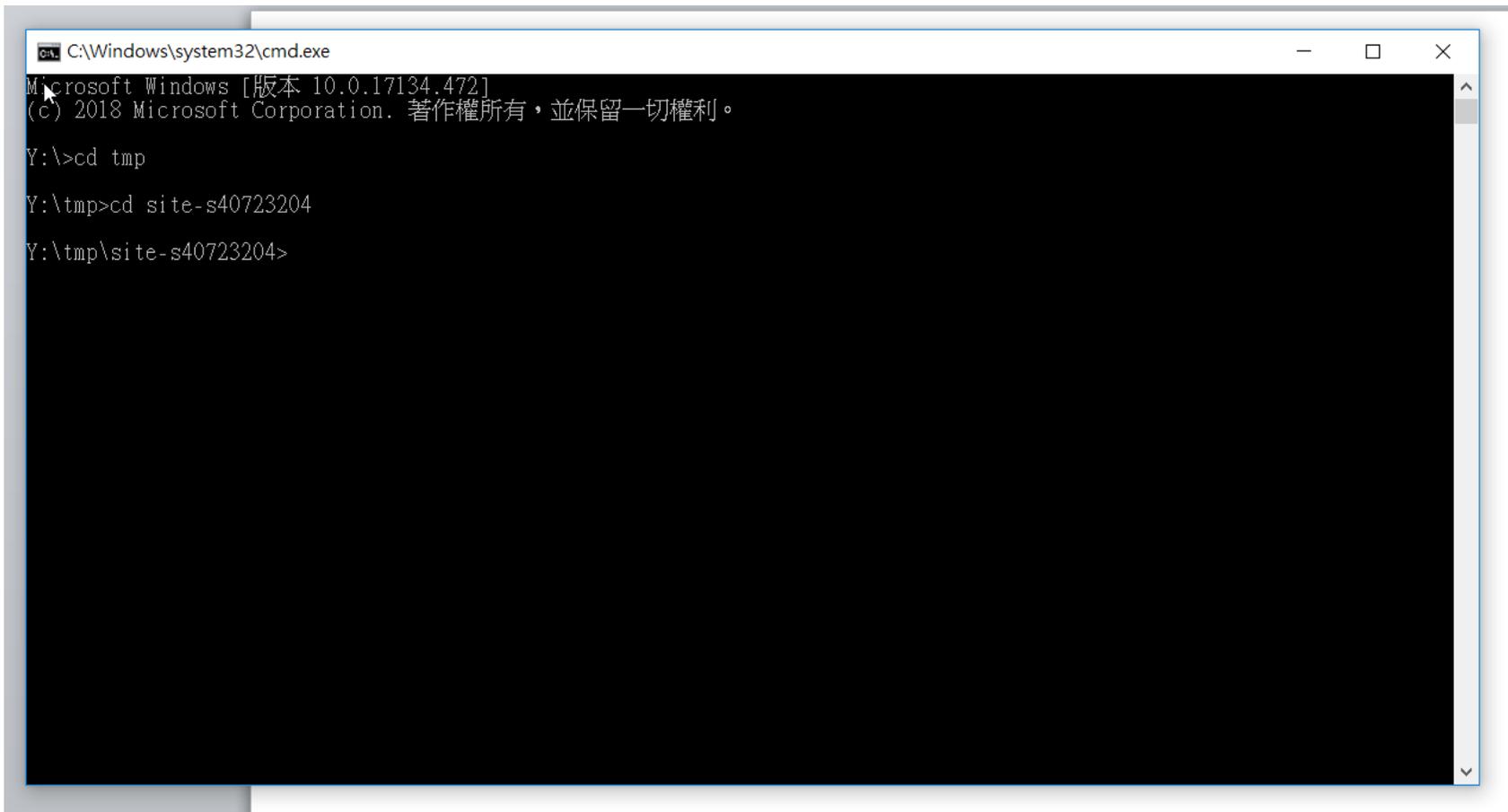


打上git clone後貼上之後按下Enter就完成了

```
C:\tmp>git clone https://github.com/s40723203/s40723203.github.io
Cloning into 's40723203.github.io'...
remote: Enumerating objects: 3, done.
remote: Total 3 (delta 0), reused 0 (delta 0), pack-reused 3
Unpacking objects: 100% (3/3), done.
C:\tmp>
```

第四章 GITHUB協同 4-2 開啟個人近端

首先，利用cmd將路徑更改至個人site路徑



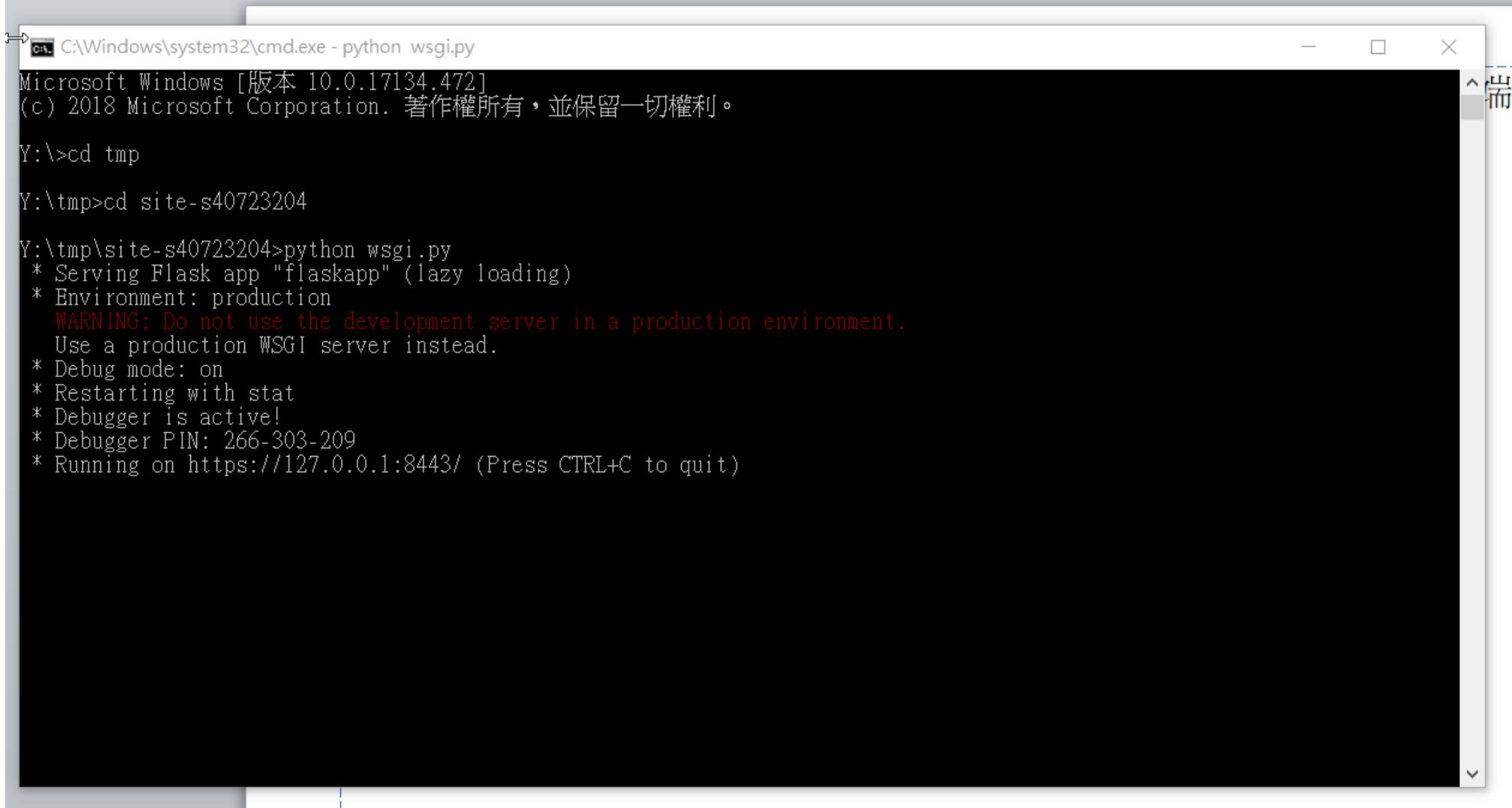
```
C:\Windows\system32\cmd.exe
Microsoft Windows [版本 10.0.17134.472]
(c) 2018 Microsoft Corporation. 著作權所有，並保留一切權利。

Y:\>cd tmp

Y:\tmp>cd site-s40723204

Y:\tmp\site-s40723204>
```

打上python wsgi.py，將最下端出現的網址貼上
瀏覽器即可開啟個人近端網站進行編輯



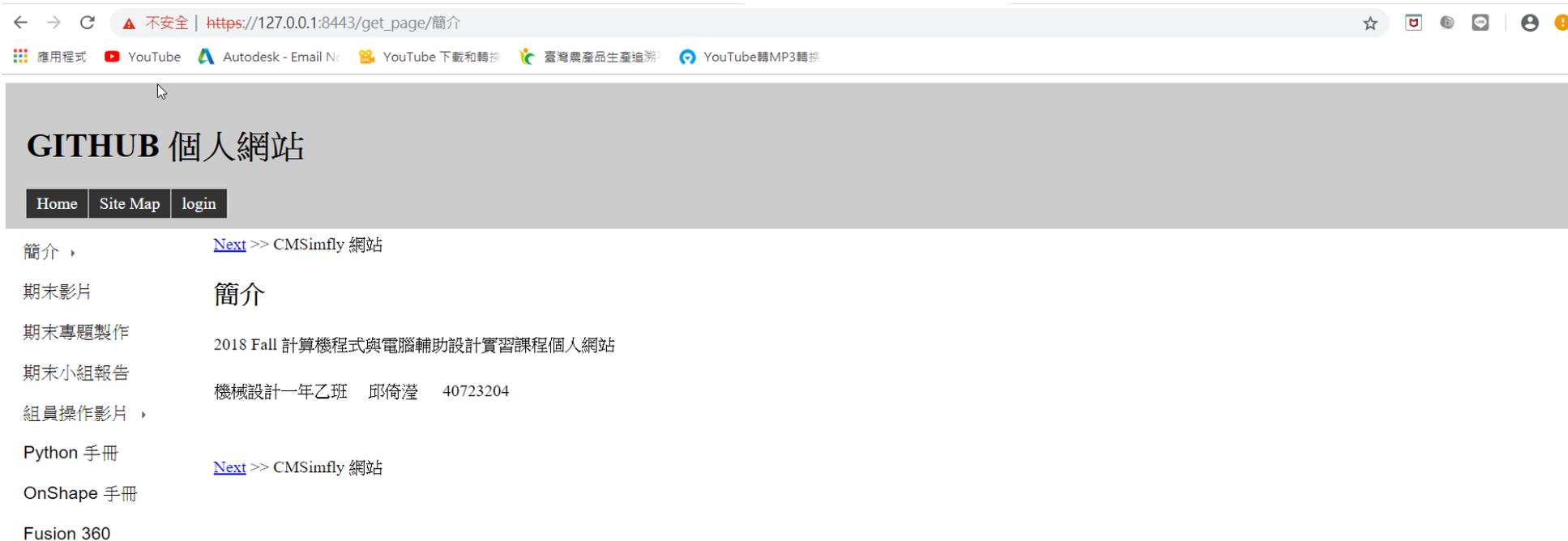
```
C:\Windows\system32\cmd.exe - python wsgi.py
Microsoft Windows [版本 10.0.17134.472]
(c) 2018 Microsoft Corporation. 著作權所有，並保留一切權利。

Y:\>cd tmp

Y:\tmp>cd site-s40723204

Y:\tmp\site-s40723204>python wsgi.py
* Serving Flask app "flaskapp" (lazy loading)
* Environment: production
  WARNING: Do not use the development server in a production environment.
  Use a production WSGI server instead.
* Debug mode: on
* Restarting with stat
* Debugger is active!
* Debugger PIN: 266-303-209
* Running on https://127.0.0.1:8443/ (Press CTRL+C to quit)
```

之後在個人近端login之後即可編輯個人網站



The screenshot shows a web browser window with the address bar displaying "https://127.0.0.1:8443/get_page/簡介". The browser's taskbar includes icons for "應用程式", "YouTube", "Autodesk - Email N...", "YouTube 下載和轉換", "臺灣農產品生產追溯", and "YouTube轉MP3轉換".

GITHUB 個人網站

Home Site Map login

簡介 , [Next >> CMSimfly 網站](#)

期末影片 簡介

期末專題製作 2018 Fall 計算機程式與電腦輔助設計實習課程個人網站

期末小組報告 機械設計一年乙班 邱倚滢 40723204

組員操作影片 ,

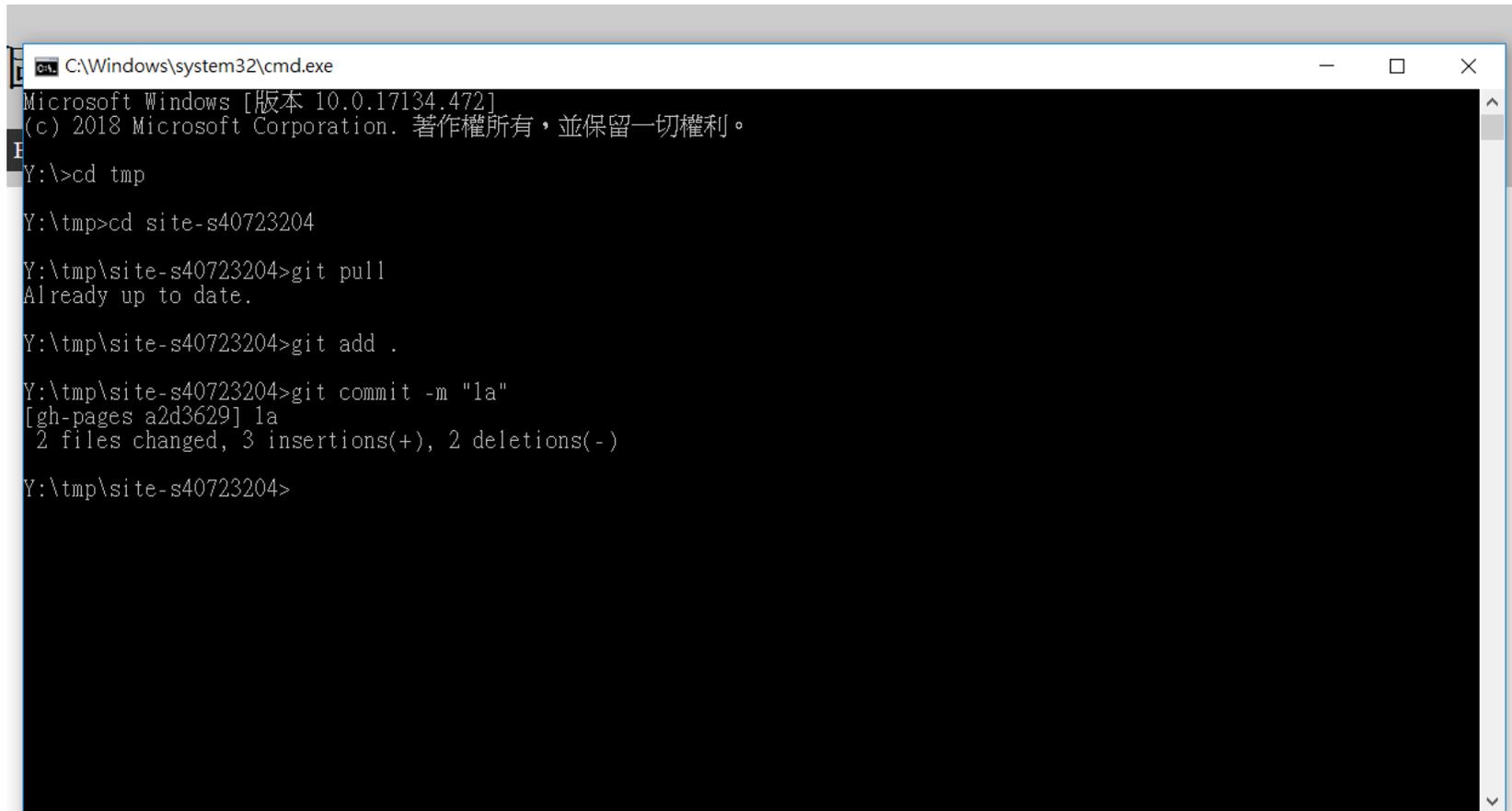
Python 手冊 [Next >> CMSimfly 網站](#)

OnShape 手冊

Fusion 360

第四章 GITHUB協同 4-3近端推送遠端

編輯完近端之後要推送至遠端使其同步，第一步也是將路徑更改至個人site，首先先pull之後add，然後進行commit並給予一個名稱使其可以推送



```
C:\Windows\system32\cmd.exe
Microsoft Windows [版本 10.0.17134.472]
(c) 2018 Microsoft Corporation. 著作權所有，並保留一切權利。

Y:\>cd tmp

Y:\tmp>cd site-s40723204

Y:\tmp\site-s40723204>git pull
Already up to date.

Y:\tmp\site-s40723204>git add .

Y:\tmp\site-s40723204>git commit -m "1a"
[gh-pages a2d3629] 1a
 2 files changed, 3 insertions(+), 2 deletions(-)

Y:\tmp\site-s40723204>
```

接著進行push，會出現要求要推送到的遠端的帳號密碼，打完帳號密碼後出現100%即代表推送完成

```
C:\Windows\system32\cmd.exe
Y:\tmp>cd site-s40723204
Y:\tmp\site-s40723204>git pull
Already up to date.

Y:\tmp\site-s40723204>git add .

Y:\tmp\site-s40723204>git commit -m "1a"
[gh-pages a2d3629] 1a
 2 files changed, 3 insertions(+), 2 deletions(-)

Y:\tmp\site-s40723204>git push
fatal: ArgumentException encountered.
 已經加入含有相同索引鍵的項目。
Username for 'https://github.com': s40723204
Password for 'https://s40723204@github.com':
fatal: ArgumentException encountered.
 已經加入含有相同索引鍵的項目。
Enumerating objects: 11, done.
Counting objects: 100% (11/11), done.
Delta compression using up to 4 threads
Compressing objects: 100% (6/6), done.
Writing objects: 100% (6/6), 579 bytes | 193.00 KiB/s, done.
Total 6 (delta 5), reused 0 (delta 0)
remote: Resolving deltas: 100% (5/5), completed with 5 local objects.
To https://github.com/mdecp2018/site-s40723204
 987c815..a2d3629 gh-pages -> gh-pages

Y:\tmp\site-s40723204>
```

下圖即為遠端個人網站

GITHUB 個人網站

Home Site Map reveal blog

簡介 ▾

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期末影片

簡介

期末專題製作

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組員操作影片 ▾

Python 手冊

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OnShape 手冊

Fusion 360

結論與建議

經過了這幾週的討論與練習，學習到許多以往沒有接觸過的東西。組員討論的過程中雖有意見相岐的部分，但也讓我們學會統整各方意見，成功的完成了專題。