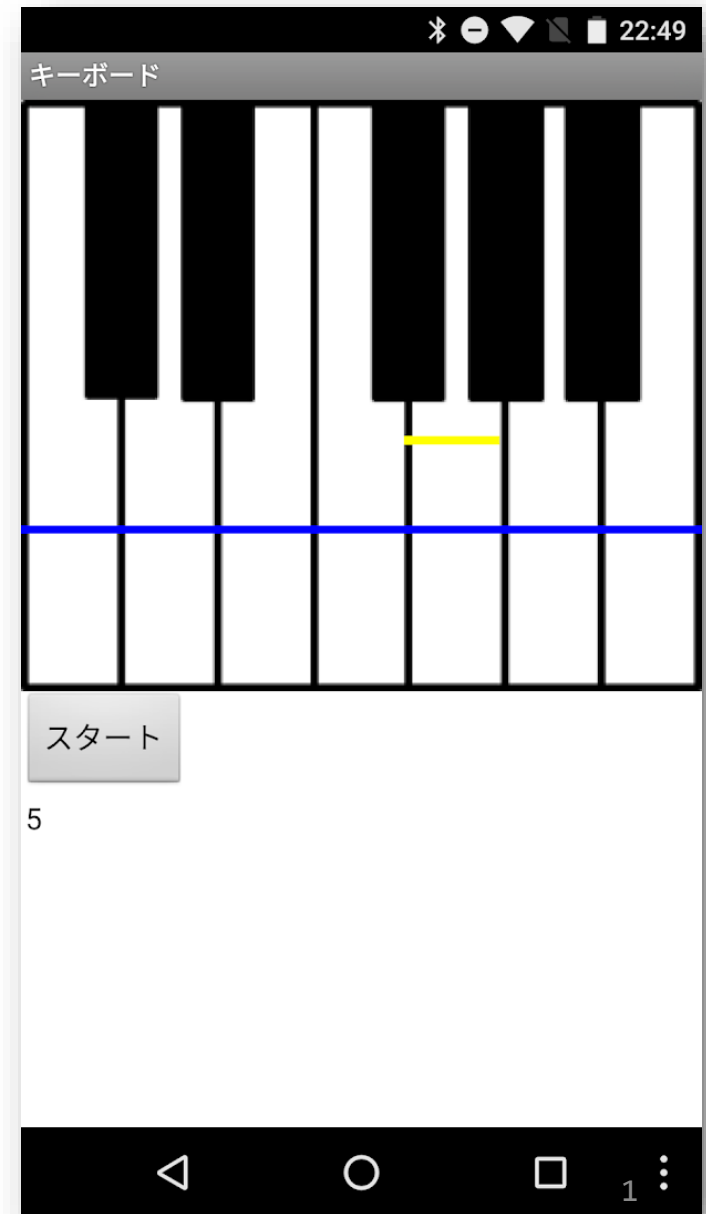


# 【発展編】音ゲーみたいなアプリにする

- 以前「音ゲーみたいにしてみたかったけどやり方が分からなくて断念した」という学生さんからの声があったので、作り方のヒントをまとめてみました。
- 黄色い音符（ノート／ノーツ）が上から降ってきます。
- 青いバーの画像は講義サイトからダウンロードしてください。



### User Interface

- Button
- CheckBox
- DatePicker
- Image
- Label
- ListPicker
- ListView
- Notifier
- PasswordTextBox
- Slider
- Spinner
- Switch
- TextBox
- TimePicker
- WebView

### Layout

### Media

### Drawing and Animation



- Canvas1
- Button1
- Label1
- Sound1
- Sound2
- Sound3
- Sound4
- Sound5
- Sound6
- Sound7

Rename Delete

### Media

- piano.png
- p\_C3.mp3
- p\_D3.mp3
- p\_E3.mp3

### AboutScreen

AccentColor: Default

AlignHorizontal: Left : 1

AlignVertical: Top : 1

AppName: Gakki

BackgroundColor: Default

BackgroundImage: None...

BlocksToolkit: All

CloseScreenAnimation: Default

Icon: piano.png...

OpenScreenAnimation: Default

PrimaryColor: Default

PrimaryColorDark

- Drawing and Animation
  - Ball
  - Canvas
  - ImageSprite
- Maps
- Sensors
- Social
- Storage
- Connectivity
- LEGO® MINDSTORMS®
- Experimental
- Extension

キーボード

スタート

Text for Label1

Non-visible components

Sound1 Sound2 Sound3 Sound4 Sound5 Sound6 Sound7

- Sound1
  - Sound2
  - Sound3
  - Sound4
  - Sound5
  - Sound6
  - Sound7
- Rename Delete

- Media
- piano.png
  - p\_C3.mp3
  - p\_D3.mp3
  - p\_E3.mp3
  - p\_F3.mp3
  - p\_G3.mp3
  - p\_A3.mp3
  - p\_B3.mp3

Height: 4 pixels...

Width: 320 pixels...

Interval: 100

Picture: l\_bar.png...

Rotates:

Speed: 0.0

Visible:

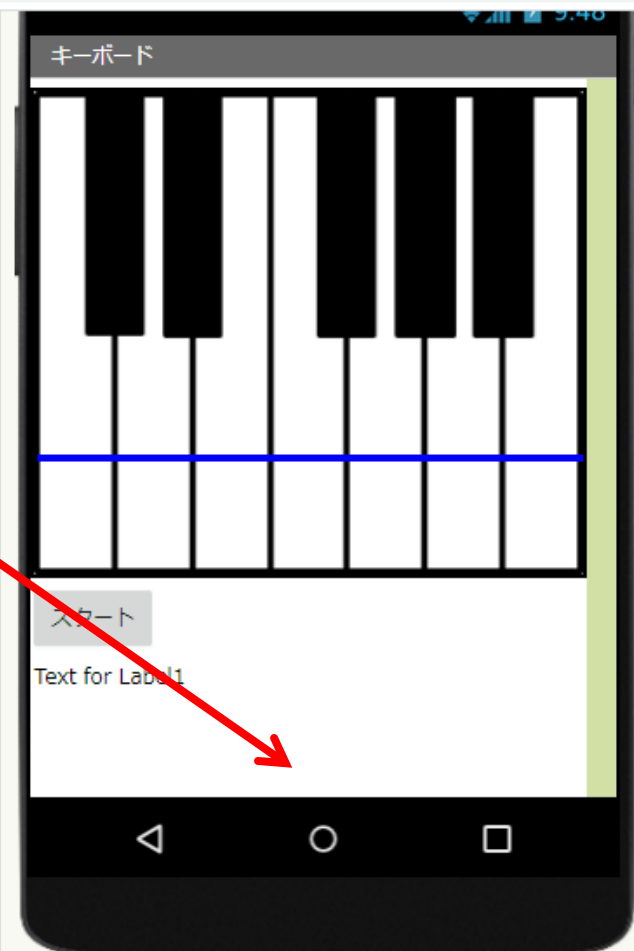
X: 0

Y: 200

Z: 1.0

この下に「l\_bar.png」 ----->

- Drawing and Animation
- Maps
- Sensors
  - AccelerometerSensor
  - BarcodeScanner
  - Barometer
  - Clock**
  - GyroscopeSensor
  - Hygrometer
  - LightSensor
  - LocationSensor
  - MagneticFieldSensor
  - NearField
  - OrientationSensor
  - Pedometer
  - ProximitySensor
  - Thermometer
- Social
- Storage



- Non-visible components
- Sound1
  - Sound2
  - Sound3
  - Sound4
  - Sound5
  - Sound6
  - Sound7
  - Clock1**

- Label1
  - Sound1
  - Sound2
  - Sound3
  - Sound4
  - Sound5
  - Sound6
  - Sound7
  - Clock1
- Rename Delete

TimerInterval

↑  
タイマー割り込み間隔  
(値が小さい方が  
速くなる)

# 演奏データ (1がド, 2がレ, ...)

自由に変えて  
みましょう！

```
initialize global array to split text " 1,2,3,0,1,2,3,0,5,3,2,1,2,3,1,0,5,5,3,5,6,6,5,0,3,3,2,2,1,0,0,0 "
                                at      ","
initialize global index to 1
initialize global onkai to 0
initialize global x to 0
initialize global y to 0

when Button1 Click
do
  set Clock1 TimerEnabled to true
  set Canvas1 PaintColor to yellow
  set Canvas1 LineWidth to 4
```

```
when Clock1 Timer
do
  if get global y == 200
  then set global y to 0

  if get global y == 0
  then
    set global onkai to select list item list get global array
                        index get global index
    set Label1 Text to get global onkai
    set global x to (get global onkai - 1) × 45
    set global index to (get global index + 1)

    if get global index == 33
    then set global index to 1

  call Canvas1 Clear

  if get global onkai ≠ 0
  then call Canvas1 DrawLine
        x1 get global x
        y1 get global y
        x2 (get global x + 45)
        y2 get global y

  set global y to (get global y + 10)
```

データの数+1

移動量