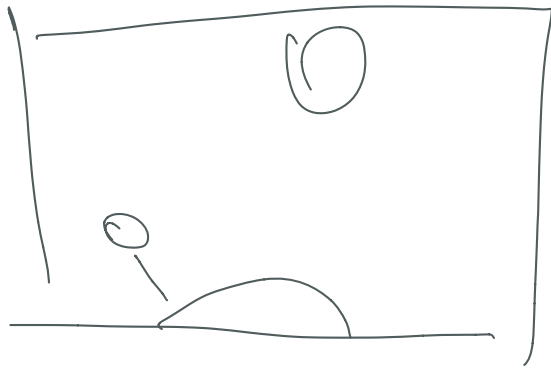
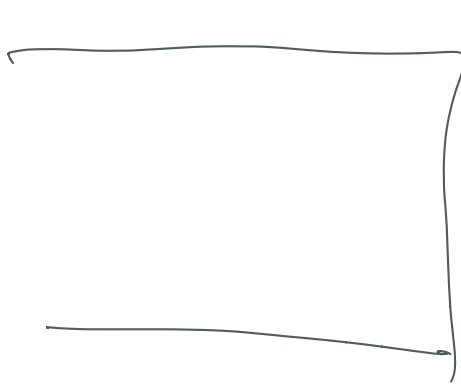
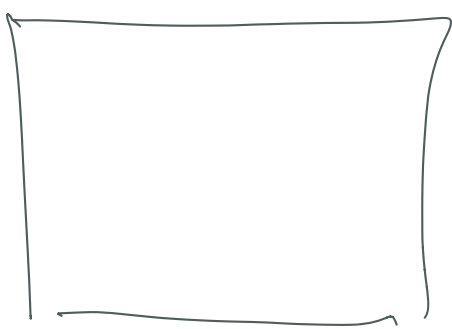


Construction = 5次打中板

①



② Click = 1



没中



if 没打中: losegame()

if 打中: move()  
view 变色 color()

if 打中

draw()

③  $click = 2$ .

VIRUS

move()  
~~fade()~~

if

State [starting, ready, shoot, hit].

① starting:

↓ click

② ready: Ready Virus.

If times

State

shoot:

Virus: draw().

Ball: move() 移动 + 反弹

If 靠近: Virus.fade()

次数 + 1

Hit 次数 + 1

Readystate

\*

else 没打中: 次数 + 1



回家



① front page / lose & win

② 接駁效果



④ bam

⑤ 汗数 ~~mm~~