

■作業2 ボールのムービークリップオブジェクトへ以下のアクションスクリ

プトを書く

```
onClipEvent (load) {
    speedx = 5;
    speedy = 4;
    pickup = 0;
}
onClipEvent (enterFrame) {
    if (pickup == 1) {
        x1 = x2;
        y1 = y2;
        x2 = this._x;
        y2 = this._y;
        speedx = (x2-x1);
        speedy = (y2-y1);
    } else {
        if (this._x>600-this._width/2) {
            this._x = 600-this._width/2;
            speedx = speedx*-1*0.8;
        }
        if (this._x<0+this._width/2) {
            this._x = 0+this._width/2;
            speedx = speedx*-1*0.8;
        }
        if (this._y>400-this._width/2) {
            this._y = 400-this._width/2;
            speedy = speedy*-1*0.8;
        }
        if (this._y<0+this._width/2) {
            this._y = 0+this._width/2;
            speedy = speedy*-1*0.8;
        }
        speedx = speedx*0.99;
        speedy = speedy*0.99+0.98;
        this._x = this._x+speedx;
        this._y = this._y+speedy;
    }
}
```