Start.lua

```lua
return dofile( lua_path .. "Main_0.lua" )
```

Main_0.lua

```lua
local    GRID_SIZE = 3
local    GRID_MARGIN = 40.0
local    BLOCK_COUNT_MAX = ( GRID_SIZE * GRID_SIZE )
local    FONT_SIZE = 200.0
local    COLOR_ACTIVE = 2
local    COLOR_INACTIVE = 3
local    COLOR_FOCUS = 0
local    script_table = {}
local    score = 0

-- 初期化
function script_table:initialize()
    -- グリッドの初期状態を設定
    self.set_title_text( "Lua¥nversion" )
    self.set_score_text( "Score:0" )
    self.grid_size = GRID_SIZE
    self.grid_margin = GRID_MARGIN

    for i=1, BLOCK_COUNT_MAX do
        local    info = {}
        info.is_active = true
        info.color = COLOR_ACTIVE
        info.font_size = FONT_SIZE
        info.text = ""
        self.block_info[i] = info
    end
end

-- 実行
function script_table:execute( delta_seconds )
end

-- クリック時
function script_table:on_click( index )
    if( self.block_info[ index ].is_active ) then
        self.block_info[ index ].is_active = false
        self.block_info[ index ].color = COLOR_INACTIVE
        self.update_grid( { index } )

        score = score + 1
        self.set_score_text( string.format( "Score:%d", score ) )
    end
end

-- オーバーラップ時
function script_table:on_overlap( index, is_on )
    if( self.block_info[ index ].is_active ) then
        self.block_info[ index ].color = ( is_on and COLOR_FOCUS or COLOR_ACTIVE )
        self.update_grid( { index } )
    end
end

return script_table
```