

C0A21006 / ProjExD Public

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main

C0A21006 committed 40 minutes ago1 parent a358e63 commit bc0b5297b26c843dc03276cb6b4323b59822118c

Showing 1 changed file with 22 additions and 76 deletions.

SplitUnified

98 ex05/dodge_bomb.py

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class Screen:

def __init__(self, title, wh, image):

pg.display.set_caption(title)

- self.sfc = pg.display.set_mode(wh) #Surface

+ self.sfc = pg.display.set_mode(wh) #Surface

- self.rct = self.sfc.get_rect() #Rect

+ self.rct = self.sfc.get_rect() #Rect

- self.bgimg_sfc = pg.image.load(image) #Surface

+ self.bgimg_sfc = pg.image.load(image) #Surface

self.bgimg_rct = self.bgimg_sfc.get_rect() #Rect

def blit(self):

class Bird:

def __init__(self, image: str, size: float, xy):

- self.sfc = pg.image.load(image) #Surface

+ self.sfc = pg.image.load(image) #Surface

self.sfc = pg.transform.rotozoom(self.sfc, 0, size) #Surface

- self.rct = self.sfc.get_rect() #Rect

+ self.rct = self.sfc.get_rect() #Rect

self.rct.center = xy

def blit(self, scr: Screen):

- #screen_sfc.blit(kking_sfc, kking_rct)

scr.sfc.blit(self.sfc, self.rct)

def update(self, scr: Screen):

key_states = pg.key.get_pressed() #辞書

if key_states[pg.K_UP]:

- self.rct.centery -= 2

+ self.rct.centery -= 5

if key_states[pg.K_DOWN]:

- self.rct.centery += 2

+ self.rct.centery += 5

if key_states[pg.K_LEFT]:

- self.rct.centerx -= 2

+ self.rct.centerx -= 5

if key_states[pg.K_RIGHT]:

		-	self.rct.centerx += 2
	36	+	self.rct.centerx += 5
38	37		#練習 7
39	38		if check_bound(self.rct, scr.rct) != (1, 1): #領域外だったら
40	39		if key_states[pg.K_UP]:
41		-	self.rct.centry += 2
	40	+	self.rct.centry += 5
42	41		if key_states[pg.K_DOWN]:
43		-	self.rct.centry -= 2
	42	+	self.rct.centry -= 5
44	43		if key_states[pg.K_LEFT]:
45		-	self.rct.centerx += 2
	44	+	self.rct.centerx += 5
46	45		if key_states[pg.K_RIGHT]:
47		-	self.rct.centerx -= 2
	46	+	self.rct.centerx -= 5
48	47		self.blit(scr)
49	48		
	49	+	
50	50		class Bomb:
51	51		def __init__(self, color, size, vxy, scr: Screen):
52	52		self.sfc = pg.Surface((2*size, 2*size)) #Surface
57	57		self.rct.centry = random.randint(0, scr.rct.height)
58	58		self.vx, self.vy = vxy #練習 6
59	59		
	60	+	#爆弾のイラストを挿入
	61	+	#self.sfc = pg.image.load("fig/pngwing.com.png")
	62	+	#self.sfc = pg.transform.rotozoom(self.sfc, 1, 2.0)
	63	+	#self.rct = self.sfc.get_rect() #Rect
	64	+	#self.rct.centerx = random.uniform(0, scr.rct.width)
	65	+	#self.rct.centry = random.uniform(0, scr.rct.height)
	66	+	#self.vx, self.vy = 5, 5
	67	+	
60	68		def blit(self, scr: Screen):
61	69		scr.sfc.blit(self.sfc, self.rct)
62	70		
73	81		
74	82		def main():
75	83		clock = pg.time.Clock()
76		-	
77		-	#練習 1
78		-	#pg.display.set_caption("逃げろ！こうかとん")
79		-	#screen_sfc = pg.display.set_mode((1600, 900)) #Surface
80		-	#screen_rct = screen_sfc.get_rect() #Rect
81		-	#bgimg_sfc = pg.image.load("fig/pg_bg.jpg") #Surface
82		-	#bgimg_rct = bgimg_sfc.get_rect() #Rect
83		-	#screen_sfc.blit(bgimg_sfc, bgimg_rct)
84	84		scr = Screen("逃げろ！こうかとん", (1600, 900), "fig/pg_bg.jpg")
85		-	
86		-	
87		-	
88		-	#練習 3: こうかとん
89		-	#kking_sfc = pg.image.load("fig/6.png") #Surface
90		-	#kking_sfc = pg.transform.rotozoom(kking_sfc, 0, 2.0) #Surface
91		-	#kking_rct = kking_sfc.get_rect() #Rect

92		-	#kking_rct.center = 900, 400
93	85		kkt = Bird("fig/6.png", 2.0, (900,400))
94		-	
95		-	#練習 5 : 爆弾
96		-	#bmimg_sfc = pg.Surface((100, 100)) #Surface
97		-	#bmimg_sfc.set_colorkey((0, 0, 0))
98		-	#pg.draw.circle(bmimg_sfc, (255, 0, 0), (50, 50), 50)
99		-	
100		-	#爆弾のイラストを挿入
101		-	#bmimg_sfc = pg.image.load("fig/pngwing.com.png")
102		-	#bmimg_sfc = pg.transform.rotozoom(bmimg_sfc, 0, 2.0)
103		-	#bmimg_rct = bmimg_sfc.get_rect() #Rect
104		-	#bmimg_rct.centerx = random.uniform(0, screen_rct.width)
105		-	#bmimg_rct.centery = random.uniform(0, screen_rct.height)
106		-	#vx = 2
107		-	#vy = 2
108	86		bkd = Bomb((255, 0, 0), 10, (+1, +1), scr)
109	87		
110	88		while True:
111		-	#screen_sfc.blit(bgimg_sfc, bgimg_rct)
112	89		scr.blit()
113		-	
114	90		#練習 2
115	91		for event in pg.event.get():
116	92		if event.type == pg.QUIT:
117	93		return
118		-	
119		-	#練習 4
120		-	#key_states = pg.key.get_pressed() #辞書
121		-	#if key_states[pg.K_UP] == True:kking_rct.centery -= 2
122		-	#if key_states[pg.K_DOWN] == True:kking_rct.centery += 2
123		-	#if key_states[pg.K_LEFT] == True:kking_rct.centerx -= 2
124		-	#if key_states[pg.K_RIGHT] == True:kking_rct.centerx += 2
125		-	#練習 7
126		-	#if check_bound(kking_rct, screen_rct) != (1, 1): #領域外だったら
127		-	# if key_states[pg.K_UP] == True:kking_rct.centery += 2
128		-	# if key_states[pg.K_DOWN] == True:kking_rct.centery -= 2
129		-	# if key_states[pg.K_LEFT] == True:kking_rct.centerx += 2
130		-	# if key_states[pg.K_RIGHT] == True:kking_rct.centerx -= 2
131		-	#screen_sfc.blit(kking_sfc, kking_rct)
132	94		kkt.update(scr)
133		-	
134		-	#練習 6
135		-	#bmimg_rct.move_ip(vx, vy)
136		-	
137		-	#練習 5
138		-	#screen_sfc.blit(bmimg_sfc, bmimg_rct)
139		-	
140		-	#練習 7
141		-	#yoko, tate = check_bound(bmimg_rct, screen_rct)
142		-	#vx *= yoko
143		-	#vy *= tate
144	95		bkd.update(scr)
145		-	
146		-	#練習 8

147		-	#if kking_rct.colliderect(bmimg_rct):
148		-	# return
149	96		if kkt.rct.colliderect(bkd.rct):
150	97		return
151		-	
152	98		pg.display.update()
153	99		clock.tick(1000)
154	100		

0 comments on commit bc0b529