

 C0A21006 / ProjExD

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4 限追加機能実装完了

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 C0A21006 committed 1 hour ago1 parent 3801572 commit a205d4f5ec161fd83a02c1631f6d098b905c78b6

Showing 1 changed file with 21 additions and 17 deletions.

SplitUnified

38

ex04/dodge_bomb.py

...	...	@@ -1,6 +1,7 @@
1	1	import random
2	2	import pygame as pg
3	3	import sys
	4	+ import tkinter as tk
4	5	
5	6	def main():
6	7	clock = pg.time.Clock()
20	21	kking_rct.center = 900, 400
21	22	
22	23	#練習 5
23		- bimg_sfc = pg.Surface((20, 20)) #Surface
24		- bimg_sfc.set_colorkey((0, 0, 0))
25		- pg.draw.circle(bimg_sfc, (255, 0, 0), (10, 10), 10)
	24	+ #bimg_sfc = pg.Surface((100, 100)) #Surface
	25	+ #bimg_sfc.set_colorkey((0, 0, 0))
	26	+ #pg.draw.circle(bimg_sfc, (255, 0, 0), (50, 50), 50)
	27	+
	28	+ bimg_sfc = pg.image.load("fig/pngwing.com.png")
	29	+ bimg_sfc = pg.transform.rotozoom(bimg_sfc, 0, 2.0)
26	30	bimg_rct = bimg_sfc.get_rect() #Rect
27		- bimg_rct.centerx = random.randint(0, screen_rct.width)
28		- bimg_rct.centery = random.randint(0, screen_rct.height)
29		- vx = 1
30		- vy = 1
	31	+ bimg_rct.centerx = random.uniform(0, screen_rct.width)
	32	+ bimg_rct.centery = random.uniform(0, screen_rct.height)
	33	+ vx = 2
	34	+ vy = 2
31	35	
32	36	while True:
33	37	screen_sfc.blit(bimg_sfc, bimg_rct)
39	43	
40	44	#練習 4
41	45	key_states = pg.key.get_pressed() #辞書
42		- if key_states[pg.K_UP] == True:kking_rct.centery -= 1
43		- if key_states[pg.K_DOWN] == True:kking_rct.centery += 1
44		- if key_states[pg.K_LEFT] == True:kking_rct.centerx -= 1

45	-	<code>if key_states[pg.K_RIGHT] == True: kking_rct.centerx += 1</code>
46	+	<code>if key_states[pg.K_UP] == True: kking_rct.centery -= 2</code>
47	+	<code>if key_states[pg.K_DOWN] == True: kking_rct.centery += 2</code>
48	+	<code>if key_states[pg.K_LEFT] == True: kking_rct.centerx -= 2</code>
49	+	<code>if key_states[pg.K_RIGHT] == True: kking_rct.centerx += 2</code>
46	50	<code>#練習 7</code>
47	51	<code>if check_bound(kking_rct, screen_rct) != (1, 1): #領域外だったら</code>
48	-	<code>if key_states[pg.K_UP] == True: kking_rct.centery += 1</code>
49	-	<code>if key_states[pg.K_DOWN] == True: kking_rct.centery -= 1</code>
50	-	<code>if key_states[pg.K_LEFT] == True: kking_rct.centerx += 1</code>
51	-	<code>if key_states[pg.K_RIGHT] == True: kking_rct.centerx -= 1</code>
	52	<code>if key_states[pg.K_UP] == True: kking_rct.centery += 2</code>
	53	<code>if key_states[pg.K_DOWN] == True: kking_rct.centery -= 2</code>
	54	<code>if key_states[pg.K_LEFT] == True: kking_rct.centerx += 2</code>
	55	<code>if key_states[pg.K_RIGHT] == True: kking_rct.centerx -= 2</code>
52	56	<code>screen_sfc.blit(kking_sfc, kking_rct)</code>
53	57	
54	58	<code>#練習 6</code>
61	65	<code>yoko, tate = check_bound(bming_rct, screen_rct)</code>
62	66	<code>vx *= yoko</code>
63	67	<code>vy *= tate</code>
64	-	
	68	+
65	69	<code>#練習 8</code>
66	70	<code>if kking_rct.collidect(bming_rct):</code>
67	71	<code>return</code>
68	72	
69	73	<code>pg.display.update()</code>
70	-	<code>clock.tick(1000)</code>
	74	<code>clock.tick(10000)</code>
71	75	
72	76	<code>#練習 7</code>
73	77	<code>def check_bound(rct, scr_rct):</code>

0 comments on commit a205d4f