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main ▾

...

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c0119292 迷路完成



1 contributor

63 lines (58 sloc) | 1.66 KB

...

```
1  import tkinter as tk
2  import tkinter.messagebox as tkm
3  import maze_maker as maze
4  import sys
5  def key_down(event):
6      global key,mx,my
7      key=event.keysym
8
9  def key_up(event):
10     global key
11     key=""
12
13  def main_proc():
14     global cy,cx,mx,my,maze_bg
15     move=[[0,-1],[0,1],[1,0],[-1,0]]
16     key_pressed=["Up","Down","Right","Left"]
17     for i,key_info in enumerate(key_pressed):
18         if key==key_info:
19             if maze_bg[my+move[i][1]][mx+move[i][0]]==0:
20                 mx+=move[i][0]
21                 my+=move[i][1]
22             cx,cy=mx*50+25,my*50+25
23             canvas.coords("tori",cx,cy)
24             finished()
25             root.after(100,main_proc)
26
27  def finished():
28     global px,py,mx,my
29     if mx==px and my==py:
30         label = tk.Label(root,
31             text="Game Clear!! xで終了",
32             font=("Times New Roman",50)
```

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33         )
34         label.pack()
35         maze_bg[py-1][px]=1
36         maze_bg[py+1][px]=1
37         maze_bg[py][px+1]=1
38         maze_bg[py][px-1]=1
39         tori=tk.PhotoImage(file="ex03/fig/5.png")
40         img = tori.subsample(2)
41         canvas.create_image(mx,my,image=img,tag="tori")
42         if key=="x":
43             sys.exit()
44
45 if __name__ == "__main__":
46     root=tk.Tk()
47     root.title("迷える子羊")
48     canvas=tk.Canvas(root,width=1448,height=848,bg="black")
49     canvas.pack()
50     maze_bg=maze.make_maze(29,17)
51     maze.show_maze(canvas,maze_bg)
52     tori=tk.PhotoImage(file="ex03/fig/5.png")
53     mx,my=1,1
54     cx,cy=mx*100+50,my*100+50
55     img = tori.subsample(2)
56     canvas.create_image(mx,my,image=img,tag="tori")
57     px,py=maze.sarch(maze_bg,canvas)
58     key=""
59     root.bind("<KeyPress>",key_down)
60     root.bind("<KeyRelease>",key_up)
61     main_proc()
62     root.mainloop()
63
```