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● 画像の変更 #6 opened 24 minutes ago by c0a21151	□ 1
○ いらない機能は消すといいかも#5 opened 29 minutes ago by c0a2187f6	□ 1
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 コメントアウトを削除する#3 opened 7 days ago by c0a2187f6	□ 1
② 改行 #2 opened 14 days ago by c0a21151	□ 2
○ ここ改行#1 opened 14 days ago by c0a2187f6	□ 2

ProTip! Notify someone on an issue with a mention, like: @MomonoKawabata.

```
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$\frac{1}{2}$ main $\sqrt{\circ}$
```

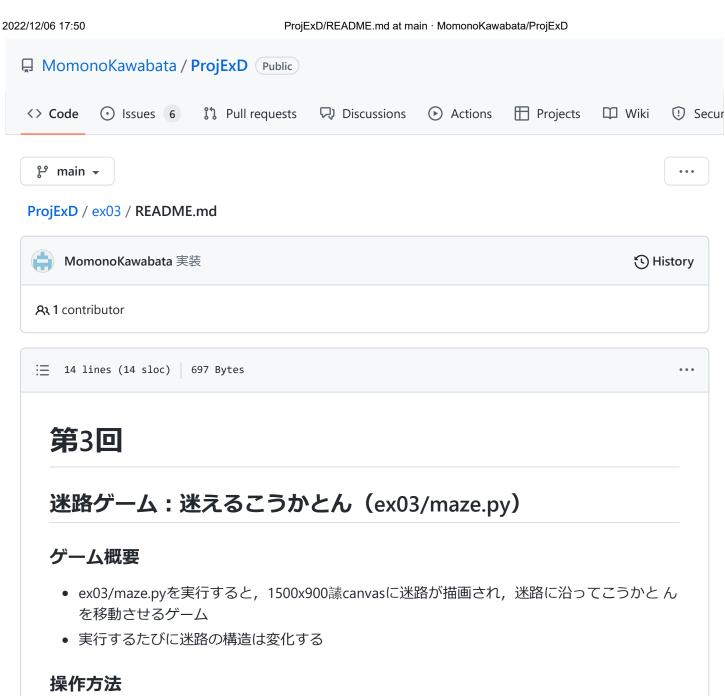
 $ProjExD / ex03 / fig / maze.py / <> Jump to <math>\checkmark$

```
MomonoKawabata 訂正#5 #6

公 History
```

```
47 lines (38 sloc) | 1.08 KB
  1
       import tkinter as tk
  2
       import maze_maker as mm
  3
  4
      def key_down(event):
  5
          global key
  6
          key = event.keysym
  7
  8
  9
       def key_up(event):
 10
           global key
           key = ""
 11
 12
 13
      def main_proc():
 14
           global cx, cy,mx,my
 15
           if key == "Up": my -= 1
          if key == "Down": my += 1
 16
 17
           if key == "Left": mx -= 1
           if key == "Right": mx += 1
 18
           if maze_lst[mx][my]==1:
 19
 20
               if key == "Up": my += 1
               if key == "Down": my -= 1
 21
 22
               if key == "Left": mx += 1
 23
               if key == "Right": mx -= 1
 24
           cx, cy = mx*100+50, my*100+50
 25
           canvas.coords("kokaton", cx, cy)
           root.after(100, main_proc)
 26
 27
 28
       if __name__ == "__main__":
 29
 30
          root = tk.Tk()
          root.title("迷えるこうかとん")
 31
          canvas = tk.Canvas(root, width=1500, height=900, bg="black")
 32
 33
          canvas.pack()
 34
           maze_lst = mm.make_maze(15, 9)
 35
 36
           mm.show_maze(canvas, maze_lst)
 37
           mx,my=1,1
```

```
39
         cx, cy = mx*100+50, my*100+50
40
41
         tori = tk.PhotoImage(file="ex03/fig/1.png")
42
         canvas.create_image(cx, cy, image=tori, tag="kokaton")
         key = ""
         root.bind("<KeyPress>", key_down)
44
         root.bind("<KeyRelease>", key_up)
45
         main_proc()
46
47
         root.mainloop()
```



• 矢印キーでこうかとんを上下左右に移動する

追加機能

• 迷路の色を変えた

ToDo(実装しようと思ったけど時間がなかった)

- □ スタートとゴールのマスの色の変更
- 移動ボタンを押したときにこうかとんの画像が変わる
- □ スタートすると時間が動きゴールにつくと時間が止まる