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main ▾

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MomonoKawabata 訂正#5 #6

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1 contributor

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
11    key = ""
12
13 def main_proc():
14    global cx, cy, mx, my
15    if key == "Up": my -= 1
16    if key == "Down": my += 1
17    if key == "Left": mx -= 1
18    if key == "Right": mx += 1
19    if maze_lst[mx][my]==1:
20        if key == "Up": my += 1
21        if key == "Down": my -= 1
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)
26    root.after(100, main_proc)
27
28
29 if __name__ == "__main__":
30     root = tk.Tk()
31     root.title("迷えるこうかとん")
32     canvas = tk.Canvas(root, width=1500, height=900, bg="black")
33     canvas.pack()
34     maze_lst = mm.make_maze(15, 9)
35
36     mm.show_maze(canvas, maze_lst)
37
38     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")
43     key = ""
44     root.bind("<KeyPress>", key_down)
45     root.bind("<KeyRelease>", key_up)
46     main_proc()
47     root.mainloop()
```