

c0a22072 / ProjExD2023_ex05

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skill

ProjExD2023_ex05 / game.py

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99 lines (71 loc) · 2.3 KB

CodeBlame

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```
1 import sys
2 from typing import Any
3 import pygame as pg
4 from pygame.sprite import AbstractGroup
5
6
7 WIDTH = 1600
8 HEIGHT = 900
9
10 class Hito(pg.sprite.Sprite):
11     """
12     操作する人に関するクラス
13     """
14
15     def __init__(self):
16         """
17         """
18         self.img=pg.image.load("ex05/fig/hito1.png")
19         self.img = pg.transform.rotozoom(self.img,0,0)
20         self.img=pg.transform.flip(self.img,True,False)
21         self.rect = self.img.get_rect()
22         self.state = "normal"
23         self.hyper_life = -1
24
25
26     def change_img(self,screen: pg.Surface):
27         self.img = pg.transform.rotozoom(pg.image.load("ex05/fig/hito1.png"),0,0)
28         self.rect = self.img.get_rect()
29         self.rect.center = 83, 300
30
31     def change_state(self,state:str,hyper_life:int):
32         self.state = state
33         self.hyper_life = hyper_life
34
35     def update(self,screen: pg.Surface):
36         if self.state == "hyper":
37             self.hyper_life -= 1
38
39         if self.hyper_life < 0:
40             self.change_state("normal", -1)
41             self.img=pg.image.load("ex05/fig/hito1.png")
42             self.img = pg.transform.rotozoom(self.img,0,0)
```

Symbols

Find definitions and references for functions and other symbols in this file by clicking a symbol below or in the code.

Filter symbols

const

WIDTH

const

HEIGHT

class

Hito

func

__init__

func

change_img

func

change_state

func

update

func

main

class

Score

func

__init__

```
43         self.img=pg.transform.flip(self.img,True,
44         self.rect = self.img.get_rect()
45         screen.blit(self.img, [WIDTH/2,HEIGHT/2])
46
47
48
49
50 ✓ def main():
51     pg.display.set_caption("gmae")
52     screen = pg.display.set_mode((WIDTH, HEIGHT))
53     clock = pg.time.Clock()
54     score = Score()
55     bg_img = pg.image.load("ex05/fig/pg_bg.jpg")
56     bg_img_2=pg.transform.flip(bg_img,True,False)
57     hito = Hito()
58
59
60     tmr = 0
61     x = 0
62     while True:
63
64
65         for event in pg.event.get():
66             if event.type == pg.QUIT:
67                 return 0
68             if event.type == pg.KEYDOWN and event.key
69                 if score.score >= 0:
70                     hito.change_state("hyper",600)
71                     hito.change_img(screen)
72             print(hito.hyper_life)
73
74             x = tmr%3200
75             screen.blit(bg_img, [-x, 0])
76             screen.blit(bg_img_2,[1600-x,0])
77             screen.blit(bg_img,[3200-x,0])
78
79
80
81
82             hito.update(screen)
83
84             pg.display.update()
85             tmr += 1
86
87             clock.tick(60)
88
89     class Score:
90         def __init__(self):
91             self.score = 0
92
93
94
95     if __name__ == "__main__":
96         pg.init()
97         main()
98         pg.quit()
99         sys.exit()
```

