

C0A22088 / ProjExD\_02

🔍

+ ▾

🕒

🔗

📧

👤

<> Code

🕒 Issues 1

🔗 Pull requests

🎬 Actions

📁 Projects

📖 Wiki

🛡 Security

📊 Insights










⋮

# Commits

🔗 main ▾

🕒

Commits on Jun 20, 2023

<div>コメント #1</div> <div> C0A22088 committed now</div>
<div>追加機能 3</div> <div> C0A22088 committed 1 hour ago</div>
<div>追加機能 1</div> <div> C0A22088 committed 1 hour ago</div>
<div>練習5</div> <div> C0A22088 committed 2 hours ago</div>
<div>練習4</div> <div> C0A22088 committed 2 hours ago</div>
<div>練習3</div> <div> C0A22088 committed 3 hours ago</div>
<div>練習2</div> <div> C0A22088 committed 3 hours ago</div>
<div>練習 1</div> <div> C0A22088 committed 4 hours ago</div>
<div>初期状態</div> <div> C0A22088 committed 4 hours ago</div>

Newer

Older

C0A22088 / ProjExD\_02

🔍

+ ▾

🕒

🔗

📧

🌱

<> Code

🕒 Issues 1

🔗 Pull requests

🕒 Actions

📁 Projects

📖 Wiki

🛡 Security

📊 Insights

⋮

📁

🔗 main ▾

ProjExD\_02 / dodge\_bomb.py

📄

🔍

Go to file

t

⋮

🌱 C0A22088

コメント #1

1 minute ago

⋮

🕒

141 lines (119 loc) · 4.89 KB

CodeBlame

Raw📄📥🔗📄

```
1 import random
2 import sys
3 import pygame as pg
4 import time
5
6
7
8 WIDTH, HEIGHT = 1600, 900
9 delta = {
10     pg.K_UP: (0, -5),
11     pg.K_DOWN: (0, +5),
12     pg.K_LEFT: (-5, 0),
13     pg.K_RIGHT: (+5, 0),
14 }
15
16
17 def check_bound(rect: pg.Rect) -> tuple[bool, bool]:
18     """
19     こうかとんRect, 爆弾Rectが画面外 or 画面内かを判定する関数
20     引数: こうかとんRect or 爆弾Rect
21     戻り値: 横方向, 縦方向の判定結果タプル (True: 画面内 / False: 画面外)
22     """
23     yoko, tate = True, True
24     if rect.left < 0 or WIDTH < rect.right: # 横方向判定
25         yoko = False
26     if rect.top < 0 or HEIGHT < rect.bottom: # 縦方向判定
27         tate = False
28     return yoko, tate
29
30
31 def main():
32     pg.display.set_caption("逃げろ！こうかとん")
33     screen = pg.display.set_mode((WIDTH, HEIGHT))
34     bg_img = pg.image.load("ex02/fig/pg_bg.jpg")
35     kk_img = pg.image.load("ex02/fig/3.png")
36     kk_img = pg.transform.rotozoom(kk_img, 0, 2.0)
37     kk_img_load = pg.image.load("ex02/fig/3.png")
38     kk_img_1 = pg.transform.rotozoom(kk_img_load, 0, 2.0) #
39     kk_img_2 = pg.transform.flip(kk_img_1, True, False) # ro
40     # こうかとんの画像方向の辞書
41     kk_imgs = {
42         (+5, 0): kk_img_2, # 右方向こうかとんの画像
43         (+5, -5): pg.transform.rotozoom(kk_img_2, 45, 1.0),
44         (0, -5): pg.transform.rotozoom(kk_img_2, 90, 1.0), #
45         (-5, -5): pg.transform.rotozoom(kk_img_1, -45, 1.0),
```

Symbols

×

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

≡

Filter symbols

r

const

delta

func

check\_bound

func

main

```

47         (-5, +5): pg.transform.rotozoom(kk_img_1, 45, 1.0),
48         (0, +5): pg.transform.rotozoom(kk_img_2, -90, 1.0),
49         (+5, +5): pg.transform.rotozoom(kk_img_2, -45, 1.0),
50     }
51     kk_img = kk_imgs[+5, 0]
52     # こうかとんSurface (kk_img) からこうかとんRect (kk_rct) を抽
53     kk_rct = kk_img.get_rect()
54     kk_rct.center = 900, 400
55
56     bb_imgs = []
57     for r in range(1, 11):
58         bb_img = pg.Surface((20*r, 20*r))
59         pg.draw.circle(bb_img, (255, 0, 0), (10*r, 10*r), 10*
60         bb_img.set_colorkey((0, 0, 0))
61         bb_imgs.append(bb_img)
62     x, y = random.randint(0, 1600), random.randint(0, 900)
63     bb_rct = bb_imgs[0].get_rect()
64     bb_rct.center = (x, y)
65     vx, vy = +1, +1
66     accs = [a for a in range(1, 11)] # 加速度のリスト b
67
68     bd_img = pg.Surface((20, 20)) # 練習 1
69     bd_img.set_colorkey((0, 0, 0)) # 黒い部分を透明にする
70     pg.draw.circle(bd_img, (255, 0, 0), (10, 10), 10)
71     x = random.randint(0, WIDTH)
72     y = random.randint(0, HEIGHT)
73     # 爆弾Surface (bd_img) から爆弾Rect (bd_rct) を抽出する
74     bd_rct = bd_img.get_rect()
75     # 爆弾Rectの中心座標を乱数で指定する
76     bd_rct.center = x, y
77     vx, vy = +5, +5 # 練習 2
78
79     clock = pg.time.Clock()
80     tmr = 0
81     while True:
82         for event in pg.event.get():
83             if event.type == pg.QUIT:
84                 return
85
86
87         if kk_rct.collidect(bd_rct): # 着弾するとこうかとん画
88             kk_img_lose_load = pg.image.load("ex02/fig/9.png"
89             kk_img_lose = pg.transform.rotozoom(kk_img_lose_1
90             kk_img = kk_img_lose
91             screen.blit(kk_img, kk_rct)
92             pg.display.update()
93             time.sleep(2)
94             return
95
96         key_lst = pg.key.get_pressed()
97         sum_mv = [0, 0] # 合計移動量
98         for k, mv in delta.items():
99             if key_lst[k]:
100                 sum_mv[0] += mv[0]
101                 sum_mv[1] += mv[1]
102         kk_rct.move_ip(sum_mv)
103         if check_bound(kk_rct) != (True, True):
104             kk_rct.move_ip(-sum_mv[0], -sum_mv[1])
105
106         key_lst = pg.key.get_pressed()
107         # こうかとんの画像方向を選ぶための変数
108         kk_0 = 0

```

```
109         kk_1 = 0
110     for k, mv in delta.items():
111         if key_lst[k]:
112
113             kk_0 = kk_0 + mv[0]
114             kk_1 = kk_1 + mv[1]
115
116     if kk_0 != 0 or kk_1 != 0: # 飛ぶ方向に従ってこうかとん
117         kk_img = kk_imgs[kk_0, kk_1]
118     screen.blit(kk_img, kk_rct)
119
120
121
122     screen.blit(bg_img, [0, 0])
123     screen.blit(kk_img, kk_rct)
124     bd_rct.move_ip(vx, vy) # 練習2
125     yoko, tate = check_bound(bd_rct)
126
127     if not yoko: # 横方向に画面外だったら
128         vx *= -1
129     if not tate: # 縦方向に範囲外だったら
130         vy *= -1
131     screen.blit(bd_img, bd_rct)
132     pg.display.update()
133     tmr += 1
134     clock.tick(50)
135
136
137 if __name__ == "__main__":
138     pg.init()
139     main()
140     pg.quit()
141     sys.exit()
```

C0A22088 / ProjExD\_02

🔍

+ ▾

🕒

🔗

📧

🤖

<> Code

🕒 Issues 1

🔗 Pull requests

🎬 Actions

📁 Projects

📖 Wiki

🛡 Security

📊 Insights

⚙

Label issues and pull requests for new contributors

Dismiss

Now, GitHub will help potential first-time contributors [discover issues](#) labeled with 

good first issue

🏷 Labels

📌 Milestones

New

Filters ▾

🔍 is:issue is:open

🕒 1 Open ✓ 0 Closed

Author ▾	Label ▾	Assignee ▾	Sort ▾
<div>🕒 こうかとんが画面外に行ってしまうし、外のフレームに触った瞬間 速度が遅くなる</div> <div>#1 opened 42 minutes ago by c0a22072</div>			

💡 **ProTip!** Type g i on any issue or pull request to go back to the issue listing page.