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38 lines (32 loc) · 999 Bytes

Code

Blame

Raw



```
1  import pygame as pg
2  import sys
3
4  def main():
5      pg.display.set_caption("はばたけ！こうかとん")
6      screen = pg.display.set_mode((800, 600))
7      clock = pg.time.Clock()
8      bg_img = pg.image.load("ex01/fig/pg_bg.jpg")
9      bg_imgs = pg.transform.flip(bg_img, True, False)
10     kk_img = pg.image.load("ex01/fig/3.png")
11     kk_img = pg.transform.flip(kk_img, True, False)
12     kk_img2 = pg.transform.rotozoom(kk_img, 10, 1.0)
13     kk_imgs = [kk_img, kk_img2]
14     tmr = 0
15
16     while True:
17         for event in pg.event.get():
18             if event.type == pg.QUIT: return
19
20         tmr += 1
21         x = tmr%3200
22         screen.blit(bg_img, [-x, 0])
23         screen.blit(bg_imgs, [1600-x, 0])
24         screen.blit(bg_img, [3200-x, 0])
25         if x % 100 >= 50:
26             screen.blit(kk_img, [300, 200])
27         else:
28             screen.blit(kk_img2, [300, 200])
29
30         pg.display.update()
31         clock.tick(100)
32
33
34  if __name__ == "__main__":
35     pg.init()
36     main()
37     pg.quit()
38     sys.exit()
```

