



 c0a22080fa / ProjExD_05



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C0A22080/障害物

ProjExD_05

/ Super_Danio.py

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c0a22120 last week



37 lines (30 loc) · 935 Bytes

Code

Blame



```
1  import sys
2  import pygame as pg
3
4
5  def main():
6      pg.display.set_caption("スーパーダニエル")
7      screen = pg.display.set_mode((800, 600))
8      clock = pg.time.Clock()
9      bg_img = pg.image.load("ex05/fig/pg_bg.jpg")
10     kk_img = pg.image.load("ex05/fig/danieru.png")
11     kk_img = pg.transform.rotozoom(kk_img,0,0.5)
12     bg_imgs = [bg_img,pg.transform.flip(bg_img,True, False)]*2
13
14     tmr = 0
15     while True:
16         for event in pg.event.get():
17             if event.type == pg.QUIT: return
18             x = tmr % 3200
19             screen.blit(bg_img, [x, 0])
20
21         for i in range(4):
22             screen.blit(bg_imgs[i], [1600*i-x, 0])
23
24         if tmr % 100 <= 50:
25             screen.blit(kk_img, [200, 400])
26         else:
27             screen.blit(kk_img,[200,400])
28         pg.display.update()
29         tmr += 1
30         clock.tick(100)
31
32
33  if __name__ == "__main__":
34      pg.init()
35      main()
36      pg.quit()
37      sys.exit()
```

