≡ ○ C0B22089 / **ProjExD_05**   🔍 | + ▾ ⊙ ⑂ ✉ 🟩

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ProjExD_05 / **main.py** 🗐   ⋯

🟩 **C0B22089** 敵機の表示   4733805 · 21 minutes ago   🕐 History   •••

```
1    import sys
2    import pygame as pg
3    from pygame.sprite import AbstractGroup
4    import random
```

ProjExD_05 / **main.py**   ↑ Top

Code   Blame   91 lines (72 loc) · 2.31 KB   Raw 🗐 ⭳   ✏ ▾   <>

```python
9
10   class Enemy(pg.sprite.Sprite):
11
12       imgs = [pg.image.load(f"ex05/fig/alien{i}.png") for i in range(1, 3)]
13
14       def __init__(self,):
15           super().__init__()
16           self.image = random.choice(__class__.imgs)
17           self.rect = self.image.get_rect()
18           self.rect.center = random.randint(0, WIDTH), 0
19           self.vy = +6
20           self.bound = random.randint(50, 200)
21           self.state = "down"
22           self.interaval = random.randint(50, 300)
23           self.created_time = time.time()
24
25       def update(self):
26           if self.rect.centery > self.bound:
27               self.vy = 0
28               self.state = "stop"
29           self.rect.centery += self.vy
30           if self.is_expired(5):
31               self.reset()
32       def is_expired(self, duration):
33           return time.time() - self.created_time > duration
34       def reset(self):
35           self.rect.center = random.randint(0, WIDTH), 0
36           self.vy = +6
37           self.bound = random.randint(50, 200)
38           self.created_time = time.time()
39
40
41
42   def main():
43       pg.display.set_caption("弾幕ゲー")
44       screen = pg.display.set_mode((600, 600))
45       clock = pg.time.Clock()
46
```

```python
46
47          bg_img = pg.image.load("ex05/fig/background.png")
48          tank_img = pg.image.load("ex05/fig/player1.gif")
49          emys = pg.sprite.Group()
50
51          tmr = 0
52          x = 300  # タンクの初期 x 座標
53          y = 500  # タンクの初期 y 座標
54          count = 0
55          while True:
56              for event in pg.event.get():
57                  if event.type == pg.QUIT:
58                      return
59
60
61
62              keys = pg.key.get_pressed()
63              if keys[pg.K_a]:
64                  x -= 10  # 左に移動
65                  if x < 0:  # 画面の左端を超えないように
66                      x = 0
67              if keys[pg.K_d]:
68                  x += 10  # 右に移動
69                  if x > 600 - tank_img.get_width():
70                      x = 600 - tank_img.get_width()
71
72
73              if count < 5:
74                  emys.add(Enemy())
75
76
77              screen.blit(bg_img, [0, 0])
78              screen.blit(tank_img, [x, y])
79
80              emys.update()
81              emys.draw(screen)
82              pg.display.update()
83              count+=1
84              tmr += 1
85              clock.tick(100)
86
87      if __name__ == "__main__":
88          pg.init()
89          main()
90          pg.quit()
91          sys.exit()
```