













 dqwd12e12 / ProjExD_05



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 C0A22063/ゴール ▾ ProjExD_05 / game.py 

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dqwd12e12 ゴール追加機能

17 minutes ago



58 lines (42 loc) · 1.39 KB

Code Blame

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```
1  import sys
2  import time
3  import pygame as pg
4
5
6  WIDTH = 1600 # ゲームウィンドウの幅
7  HEIGHT = 900 # ゲームウィンドウの高さ
8
9  # ゴール機能
10 class Goal_m(pg.sprite.Sprite):
11
12     def __init__(self):
13
14         # ゴールを表示
15         # screen = pg.display.set_mode((800, 900)) #画面の大きさ
16         goal_img = pg.image.load("ex05/goal.jpeg")
17         goal2_img = pg.image.load("ex05/goal_txt.jpeg")
18         self.goal_img = pg.transform.scale(goal_img, (250, 500)) #画像の大きさ
19         # enn = pg.Surface((20, 20))
20
21     def update(self,screen):
22         screen.blit(self.goal_img, [500, 100])
23
24         #キャラがゴールする
25
26
27
28
29
30     def main():
31         pg.display.set_caption("タイトル")
32         screen = pg.display.set_mode((800,600))
33         back = pg.image.load("ex05/haikei.png")
34         clock = pg.time.Clock() #時間を表す
35         goal = None
36         tmr = 0
37         while True:
38             key_lst = pg.key.get_pressed()
39             for event in pg.event.get():
40                 if event.type == pg.QUIT:
41                     return 0
42             screen.blit(back,[0,0])
43
44
```

```
45         tmr += 1
46         if tmr == 60:
47             goal = Goal_m()
48
49         if goal is not None:
50             goal.update(screen)
51         clock.tick(60) #時間を更新
52         pg.display.update()
53
54     if __name__ == "__main__":
55         pg.init()
56         main()
57         pg.quit()
58         sys.exit()
```