58 lines (42 loc) · 1.39 KB

Code Blame Raw

```python
import sys
import time
import pygame as pg


WIDTH = 1600  # ゲームウィンドウの幅
HEIGHT = 900  # ゲームウィンドウの高さ

#  ゴール機能
class Goal_m(pg.sprite.Sprite):

    def __init__(self):

        # ゴールを表示
            # screen = pg.display.set_mode((800, 900)) #画面の大きさ
            goal_img = pg.image.load("ex05/goal.jpeg")
            goal2_img = pg.image.load("ex05/goal_txt.jpeg")
            self.goal_img = pg.transform.scale(goal_img, (250, 500)) #画像の大きさ
            # enn = pg.Surface((20, 20))

    def update(self,screen):
            screen.blit(self.goal_img, [500, 100])

        #キャラがゴールする




def main():
    pg.display.set_caption("タイトル")
    screen = pg.display.set_mode((800,600))
    back = pg.image.load("ex05/haikei.png")
    clock = pg.time.Clock() #時間を表す
    goal = None
    tmr = 0
    while True:
        key_lst = pg.key.get_pressed()
        for event in pg.event.get():
            if event.type == pg.QUIT:
                return 0
        screen.blit(back,[0,0])

```

```
            tmr += 1
            if tmr == 60:
                goal = Goal_m()

            if goal is not None:
                goal.update(screen)
            clock.tick(60) #時間を更新
            pg.display.update()

    if __name__ == "__main__":
        pg.init()
        main()
        pg.quit()
        sys.exit()
```