

第三次機概作業

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import pygame,sys,random
pygame.init()
screen = pygame.display.set_mode([800,500])
screen.fill([255,255,255])

pet_images = ['D:Pet 正常.png','D:Pet 睡覺.png','D:Pet 高興.png','D:Pet
死.png','D:Pet 生病.png','D:Pet 生氣.png']
玩_image = ['D:玩.png']
看病_image = ['D:看病.png']
食物_image = ['D:食物.png']
散步_image = ['D:散步.png']

class PetClass (pygame.sprite.Sprite):
    def __init__(self):
        pygame.sprite.Sprite.__init__(self)
        self.image = pygame.image.load('D:Pet 正常.png')
        self.rect = self.image.get_rect()
        self.rect.center = [400,350]
        self.angle = 0

def animate():
    screen.fill([255,255,255])
    screen.blit(pet.image,pet.rect)

    screen.blit(玩.image,玩.rect)
    screen.blit(看病.image,看病.rect)
    screen.blit(食物.image,食物.rect)
    screen.blit(散步.image,散步.rect)

    pygame.display.flip()
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class Do1Class (pygame.sprite.Sprite):
    def __init__(self):
        pygame.sprite.Sprite.__init__(self)
        self.image = pygame.image.load('D:玩.png')
        self.rect = self.image.get_rect()
        self.rect.center = [270,40]
        self.angle = 0

def animate1():
    screen.blit(玩.image,玩.rect)

    pygame.display.flip()

class Do2Class (pygame.sprite.Sprite):
    def __init__(self):
        pygame.sprite.Sprite.__init__(self)
        self.image = pygame.image.load('D:看病.png')
        self.rect = self.image.get_rect()
        self.rect.center = [350,40]
        self.angle = 0

def animate2():
    screen.blit(看病.image,看病.rect)
    pygame.display.flip()

class Do3Class (pygame.sprite.Sprite):
    def __init__(self):
        pygame.sprite.Sprite.__init__(self)
        self.image = pygame.image.load('D:食物.png')
        self.rect = self.image.get_rect()
        self.rect.center = [430,40]
        self.angle = 0

def animate3():
    screen.blit(食物.image,食物.rect)
    pygame.display.flip()

class Do4Class (pygame.sprite.Sprite):

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def __init__(self):
    pygame.sprite.Sprite.__init__(self)
    self.image = pygame.image.load('D:散步.png')
    self.rect = self.image.get_rect()
    self.rect.center = [510,40]
    self.angle = 0

def animate4():
    screen.blit(散步.image,散步.rect)
    pygame.display.flip()

pet = PetClass()
玩 = Do1Class()
看病 = Do2Class()
食物 = Do3Class()
散步 = Do4Class()

i = 1
hungry = 1
happy = 10
health = 1
sleep = random.randint(1,1)
time = random.randint(10,20)

running = True
while running:

    for event in pygame.event.get():
        if happy >= 100:
            happy = 100

        if happy < 1:
            happy = 1

        if hungry >= 10:
            hungry = 10

        if hungry < 1:

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        hungry = 1

    if health >= 10:
        health = 10

    if health < 1:
        health = 1
    if event.type == pygame.QUIT:
        running = False

    elif event.type == pygame.KEYDOWN:
        if hungry == 1:
            pet.image = pygame.image.load('D:Pet 饿.png')
            animate()
            happy -= 10
            health -= 1
            hungry -= 1
            pygame.time.delay(3000)
        if event.key == pygame.K_3:
            hungry = hungry + 2
            pet.image = pygame.image.load('D:Pet 吃.png')
            animate()
            pygame.time.delay(1000)
            if hungry >= 10:
                pet.image = pygame.image.load('D:Pet 饱.png')
                animate()
                happy += 10
                pygame.time.delay(3000)
                pet.image = pygame.image.load('D:Pet 睡觉.png')
                animate()
                pygame.time.delay(sleep * 1000 * time)
                pet.image = pygame.image.load('D:Pet 睡觉 1.png')
                animate()
                pygame.time.delay(200)
                pet.image = pygame.image.load('D:Pet 睡觉 2.png')
                animate()
                pygame.time.delay(200)

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pet.image = pygame.image.load('D:Pet 睡觉 1.png')
animate()
pygame.time.delay(200)
pet.image = pygame.image.load('D:Pet 睡觉 2.png')
animate()
pygame.time.delay(200)
pet.image = pygame.image.load('D:Pet 睡觉 1.png')
animate()
pygame.time.delay(200)
pet.image = pygame.image.load('D:Pet 正常.png')
animate()
health = random.randint(8,10)
hungry = random.randint(1,9)
else:
    pet.image = pygame.image.load('D:Pet 正常.png')
    animate()
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```
if health < 6:
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    pet.image = pygame.image.load('D:Pet 生病.png')
    animate()
    pygame.time.delay(3000)
    if event.key == pygame.K_2:
        health = 10
        pet.image = pygame.image.load('D:Pet 生病.png')
        animate()
        pygame.time.delay(1500)
```

```
    if health == 10:
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```
        pet.image = pygame.image.load('D:Pet 正常.png')
        animate()
```

```
    elif health <= 6:
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```
        pet.image = pygame.image.load('D:Pet 生病.png')
        happy -= 10
        animate()
```

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if event.key == pygame.K_4:
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    pet.image = pygame.image.load('D:Pet 散步 1.png')
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    animate()
    pygame.time.delay(3000)
    happy = happy + 5
    hungry = hungry -2
    health = health + 2

if event.key == pygame.K_1:
    pet.image = pygame.image.load('D:Pet 高兴.png')
    animate()
    pygame.time.delay(200)
    pet.image = pygame.image.load('D:Pet 高兴 1.png')
    animate()
    pygame.time.delay(200)
    pet.image = pygame.image.load('D:Pet 高兴 2.png')
    animate()
    pygame.time.delay(200)
    pet.image = pygame.image.load('D:Pet 高兴 1.png')
    animate()
    pygame.time.delay(200)
    pet.image = pygame.image.load('D:Pet 高兴.png')
    animate()
    pygame.time.delay(500)

    happy = happy + 10
    hungry = hungry -1

if happy <= 50 and hungry == 1 and health == 1:
    pet.image = pygame.image.load('D:Pet 死.png')
    animate()
    pygame.quit()

if sleep == 1:
    pet.image = pygame.image.load('D:Pet 睡觉.png')
    animate()
    pygame.time.delay(sleep * 1000 * time)

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```
    pet.image = pygame.image.load('D:Pet 睡觉 1.png')
    animate()
    pygame.time.delay(200)
    pet.image = pygame.image.load('D:Pet 睡觉 2.png')
    animate()
    pygame.time.delay(200)
    pet.image = pygame.image.load('D:Pet 睡觉 1.png')
    animate()
    pygame.time.delay(200)
    pet.image = pygame.image.load('D:Pet 睡觉 2.png')
    animate()
    pygame.time.delay(200)
    pet.image = pygame.image.load('D:Pet 睡觉 1.png')
    animate()
    pygame.time.delay(200)
    pet.image = pygame.image.load('D:Pet 正常.png')
    animate()

    happy += 5
    health = random.randint(6,10)
    hungry = random.randint(5,9)
    sleep = sleep + 1
else:
    pet.image = pygame.image.load('D:Pet 正常.png')
    animate()
```

```
pygame.quit()
```