判断输赢，游戏的结束

首先，要有一个计时的设计，在生命值里提前设计了，代码如下：

font = pygame.font.Font(None, 24)

survivedtext = font.render(str((90000-pygame.time.get\_ticks())/60000)+":"+str((90000-pygame.time.get\_ticks())/1000%60).zfill(2), True, (0,0,0))

textRect = survivedtext.get\_rect()

textRect.topright=[635,5]

screen.blit(survivedtext, textRect)

#这里主要设置判定输赢的条件，即如果游戏时间超过90s，游戏结束，为胜利，如果生命值小于0，游戏结束，游戏失败

#第一个if表达式是检查是否时间到了。第二个是检查城堡是否被摧毁了。第三个计算你的精准度。之后，一个if表达式是检查是赢了还是输了，然后显示出相应的图片。

running = 1

exitcode = 0

if pygame.time.get\_ticks()>=90000:

running=0

exitcode=1

if healthvalue<=0:

running=0

exitcode=0

if acc[1]!=0:

accuracy=acc[0]\*1.0/acc[1]\*100

else:

accuracy=0

if exitcode==0:

pygame.font.init()

font = pygame.font.Font(None, 24)

text = font.render("Accuracy: "+str(accuracy)+"%", True, (255,0,0))

textRect = text.get\_rect()

textRect.centerx = screen.get\_rect().centerx

textRect.centery = screen.get\_rect().centery+24

screen.blit(gameover, (0,0))

screen.blit(text, textRect)

else:

pygame.font.init()

font = pygame.font.Font(None, 24)

text = font.render("Accuracy: "+str(accuracy)+"%", True, (0,255,0))

textRect = text.get\_rect()

textRect.centerx = screen.get\_rect().centerx

textRect.centery = screen.get\_rect().centery+24

screen.blit(youwin, (0,0))

screen.blit(text, textRect)

while 1:

for event in pygame.event.get():

if event.type == pygame.QUIT:

pygame.quit()

exit(0)

pygame.display.flip()

