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main ▾

...

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c0a21162 迷えるこうかとん#5,#6



1 contributor

66 lines (51 sloc) | 1.62 KB

...

```
1 import tkinter as tk
2 import tkinter.messagebox as tkm
3 import maze_maker as mm
4
5 def key_down(event):
6     global key
7     key = event.keysym
8
9     #こうかとんが移動すると色が変わる
10    canvas.create_rectangle(mx*80, my*80, mx*80+80, my*80+80, fill = "#b0c4de")
11
12 def key_up(event):
13     global key
14     key = ""
15
16 def main_proc():
17     global cx,cy,mx,my
18
19     #スタートのお知らせ(無限ループする)
20     # while True:
21     #     if mx ==1 and my == 1:
22     #         tkm.showinfo("スタート","スタート")
23     #         break
24
25     if key == "Up": my -= 1
26     if key == "Down": my += 1
27     if key == "Left": mx -= 1
28     if key == "Right": mx += 1
29     if maze_lst[mx][my] == 1:
30         if key == "Up": my += 1
31         if key == "Down": my -= 1
32         if key == "Left": mx += 1
```

```
33         if key == "Right": mx -= 1
34
35     cx,cy = mx * 80 + 40,my * 80 + 40
36
37     #ゴールのお知らせ
38     # if cx == 14:
39     #     tkm.showinfo("おめでとう","ゴールだよ")
40
41     canvas.coords("kokaton",cx,cy)
42
43     #こうかとんを最前面に配置する
44     canvas.lift("kokaton")
45
46     root.after(100,main_proc)
47
48 if __name__ == "__main__":
49     root = tk.Tk()
50     root.title("迷えるこうかとん")
51     canvas = tk.Canvas(root,width=1200,height=900,bg="black")
52     canvas.pack()
53
54     maze_lst = mm.make_maze(15,9)
55     mm.show_maze(canvas,maze_lst)
56
57     mx,my = 1,1
58     cx,cy = mx * 80 + 40,my * 80 + 40
59
60     tori = tk.PhotoImage(file="fig/8.png")
61     canvas.create_image(cx,cy,image=tori,tag="kokaton")
62     key = ""
63     root.bind("<KeyPress>",key_down)
64     root.bind("<KeyRelease>",key_up)
65     main_proc()
66     root.mainloop()
```