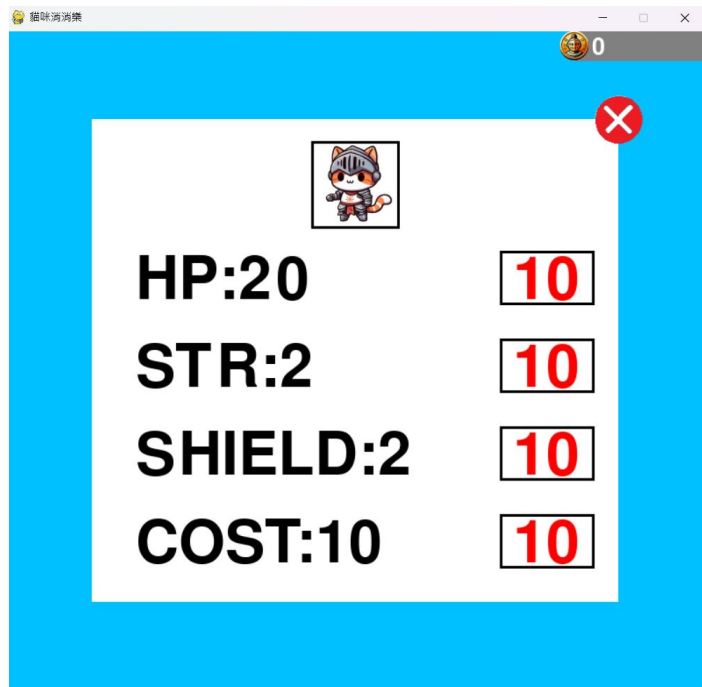
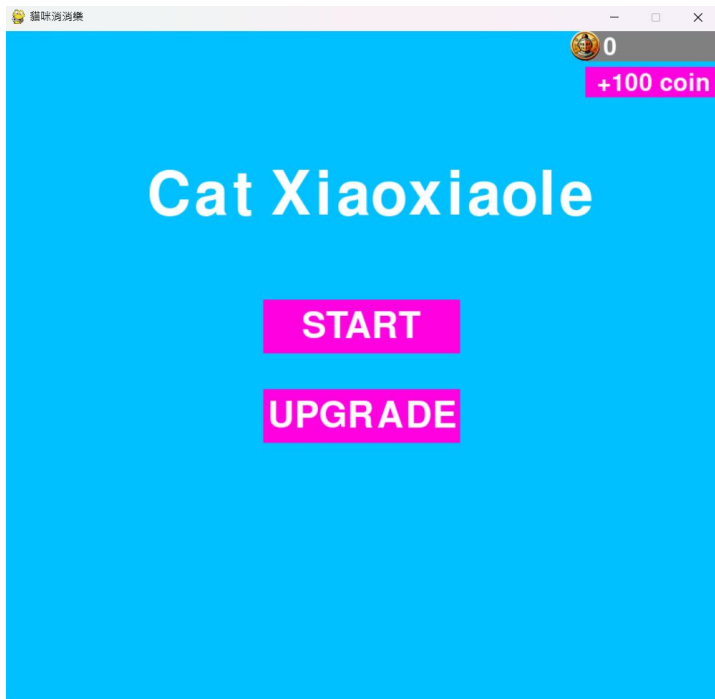

pygame作品介紹

貓咪消消樂

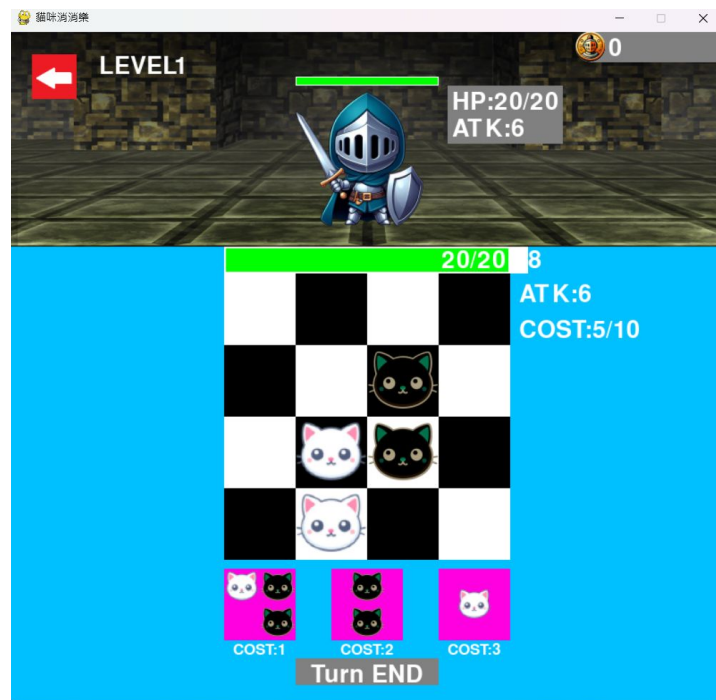
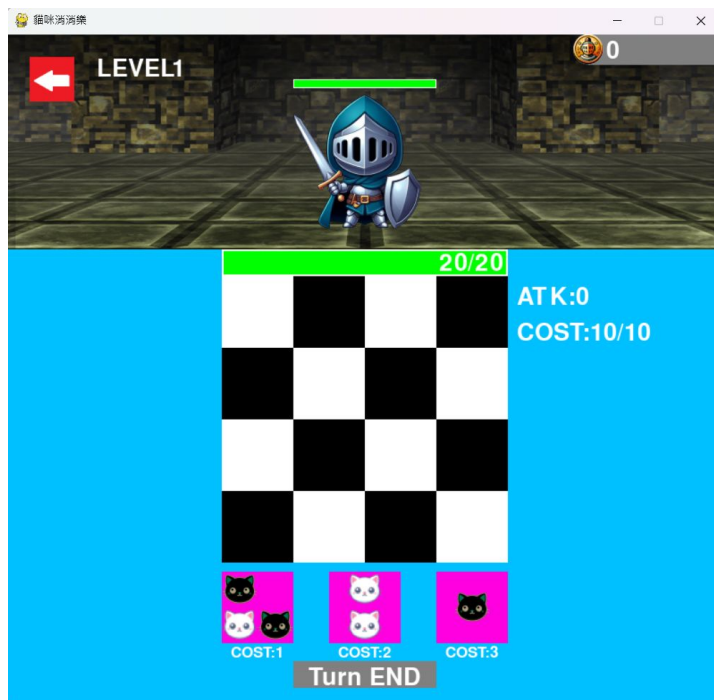
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遊玩畫面



遊玩畫面



作品介紹



滑鼠拖曳貓咪至上方格子 內

三隻以上相同顏色的貓相連會消除

點選<Turn END>攻擊敵人, $ATK = \text{黑貓消除數量} * STR + \text{剩餘COST} * STR / 2$

護盾每回合結束歸零, 每回合結束恢復 10%HP



*STR



打倒敵人時增加
LEVEL*10



*SHIELD



敵人

程式碼構思

拖曳

```
x,y=pygame.mouse.get_pos()
```

```
z1,z2,z3=pygame.mouse.get_pressed()
```

```
if z== True:
```

```
    py1=True
```

```
if py1==True:
```

```
    screen.blit(image,[x,y])
```

```
if z== False:
```

```
    py1=False
```

顯示

```
num2=0
```

```
shape2=0
```

```
shape_2=[[0,1],[1,0]]
```

```
mold2=[[1,1],[1,2],[2,1],[2,2]]
```

```
img2=[[0,0],[0,0]]
```

```
shape2=random.randint(0,1)
```

```
num2=random.randint(0,3)
```

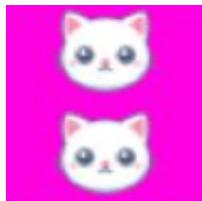
```
img[0][0]=mold2[num2][0]
```

```
img[shape_2[shape2][1]][shape_2[shape2][0]]=mold2[num2][1]
```

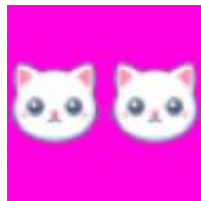
```
screen.blit(image[img[0][0]],[x+20*shape_2[shape2][1],y+20*shape_2[shape2][0]])
```

```
screen.blit(image[img[shape_2[shape2][1]][shape_2[shape2][0]]],[x+20*shape_2[shape2][1]+40*shape_2[shape2][0],y+20*shape_2[shape2][0]+40*shape_2[shape2][1]])
```

#shape2=0:直



shape2=1:橫



參考

書籍:

<Python遊戲開發講座入門篇 >

作畫:

Copilot

網站:

[Python 判斷檢查檔案是否存在 os.path.isfile | ShengYu Talk \(shengyu7697.github.io\)](#)