c0a21160 / **ProjExD**   Public

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c0a21160 readme   🕘

👥 1 contributor

56 lines (44 sloc) │ 1.33 KB   ···

```python
1   import tkinter as tk
2   import maze_maker as mm
3
4   def key_down(event):
5       global key
6       key = event.keysym
7
8
9   def key_up(event):
10      global key
11      key = ""
12
13
14  def main_proc():
15      global cx, cy, mx, my
16     # if key == "Up": my -= 1
17      if key == "Down": my += 1
18      if key == "Left": mx -= 1
19      if key == "Right": mx += 1
20      if maze_lst[mx][my] == 1: # 移動先が壁だったらa
21          #if key == "Up": my += 3
22          if key == "Down": my -= 3
23          if key == "Left": mx += 1
24          if key == "Right": mx -= 1
25      if maze_lst[mx][my] != 1:
26          if maze_lst[mx][my+1] != 1:
27              #if key == "Down": my += 1
28              if key == "Left": my += 1
29              if key == "Right": my += 1
30
31
32
33      cx, cy = mx*40+20, my*40+20
34      canvas.coords("kokaton", cx, cy)
35      root.after(150, main_proc)
36
37
38  if __name__ == "__main__":
39      root = tk.Tk()
40      root.title("迷えるこうかとん")
41      canvas = tk.Canvas(root, width=1200, height=1000, bg="black")
42      canvas.pack()
43
44      maze_lst = mm.make_maze(30, 18)
```

```
45        # print(maze_lst)
46        mm.show_maze(canvas, maze_lst)
47
48        mx, my = 1, 16
49        cx, cy = mx*30+30, my*30+30
50        tori = tk.PhotoImage(file="fig/1.png")
51        canvas.create_image(cx, cy, image=tori, tag="kokaton")
52        key = ""
53        root.bind("<KeyPress>", key_down)
54        root.bind("<KeyRelease>", key_up)
55        main_proc()
56        root.mainloop()
```