c0a2306270 /
ProjExD_Group01

<> **Code**   Pull requests   Actions   Projects   Wiki   Security   Insights   Settings

ProjExD_Group01 / **koukoku.py**

c0a2306270   start画面完了   8 minutes ago

49 lines (42 loc) · 1.44 KB

Code   Blame   Raw

```python
1    import os
2    import sys
3    import pygame as pg
4
5
6    os.chdir(os.path.dirname(os.path.abspath(__file__)))
7
8
9    def main():
10       pg.display.set_caption("はじめてのPygame")
11       screen = pg.display.set_mode((600, 900))
12       clock = pg.time.Clock()
13       font = pg.font.Font(None, 80)
14
15       enn = pg.Surface((20, 20))
16       pg.draw.circle(enn, (255, 0, 0), (10, 10), 10)
17       enn.set_colorkey((0, 0, 0))
18       gamemood = 0
19       tmr = 0
20       fonto = pg.font.Font(None, 120)
21       txt = fonto.render("Start", True, (255,0,0)) #start文字
22       image1 = pg.image.load("fig/2.png") #こうかとん
23       image2 = pg.image.load("fig/9.png") #こうかとん
24       while True:
25           for event in pg.event.get():
26               if event.type == pg.QUIT:
27                   return 0
28               if event.type == pg.KEYDOWN and pg.K_KP_ENTER:
29                   gamemood = 1
30           if gamemood == 0: #start画面
31               screen.blit(txt,[600/2 - 120, 900/2 - 70])
32               screen.blit(image1,[100, 380])
33               screen.blit(image2,[400, 380])
34               pg.display.update()
35           elif gamemood == 1:
36               txt = font.render(str(tmr), True, (255, 255, 255))
37               screen.fill((50, 50, 50))
38               screen.blit(txt, [300, 200])
39               screen.blit(enn, [100, 400])
40               pg.display.update()
41               tmr += 1
42               clock.tick(1)
```

```python
43
44
45    if __name__ == "__main__":
46        pg.init()
47        main()
48        pg.quit()
49        sys.exit()
```