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⑂ **C0B23068/rakka** ▾　　**ProjExD_Group01** / **koukoku.py**

🔴 **c0b230680f** 落下機能実装完了　　　　　2 minutes ago

61 lines (50 loc) · 1.62 KB

```python
1   import os
2   import sys
3   import pygame as pg
4
5   os.chdir(os.path.dirname(os.path.abspath(__file__)))
6   circle_speed_y = 0  # 垂直速度
7
8
9   class Rakka:
10      def __init__(self,screen, x, y, rad, col):
11          self.x = x
12          self.y = y
13          self.rad = rad
14          self.col = col
15          self.speed_y = 0
16          self.img = pg.Surface((2*rad, 2*rad))
17          self.img.set_colorkey((0,0,0))
18          pg.draw.circle(self.img, col, (rad, rad), self.rad)
19          self.rct = self.img.get_rect()
```

⑂ **C0B23068/rakka** ▾　　**ProjExD_Group01** / **koukoku.py**　　　　↑ Top

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```python
9   class Rakka:
23      def update(self, screen):
27              self.rct.centery = self.rct.centery
28              self.speed_y = 0
29          self.rct.move_ip(self.speed_x, self.speed_y)
30          screen.blit(self.img, self.rct)
31
32
33
34  def main():
35      pg.display.set_caption("広告のゲーム")
36      screen = pg.display.set_mode((600, 900))
37      bg_img = pg.image.load("fig/pg_bg.jpg")
38      clock = pg.time.Clock()
39      enn = pg.Surface((20, 20))
40      pg.draw.circle(enn, (255, 0, 0), (10, 10), 10)
41      enn.set_colorkey((0, 0, 0))
42      rakka = Rakka(screen, 200, 50, 20, (255, 255, 0))
43      while True:
44          for event in pg.event.get():
```

```python
45                  if event.type == pg.QUIT:
46                      return
47
48              screen.blit(bg_img, [0, 0])
49              rakka.update(screen)
50              # rakka.draw(screen)
51
52              pg.display.update()
53              pg.display.flip()
54              clock.tick(60)
55
56      if __name__=="__main__":
57          pg.init()
58          main()
59          pg.quit()
60          sys.exit()
61
```