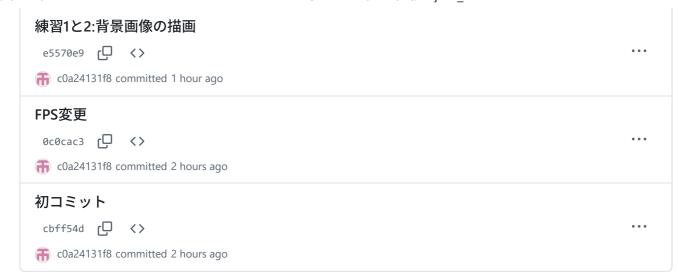


## **Commits**





```
c0a24131f8 / ProjExD_1
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                                                                                            t
 ਜ c0a24131f8 演習3:名前変更
                                                                             9d8f49a · 3 minutes ago
                                                                                                 ٦
66 lines (54 loc) · 1.73 KB
```

**<>** Code Blame import os 1 2 import sys 3 import pygame as pg 4 5 os.chdir(os.path.dirname(os.path.abspath(\_\_file\_\_))) 6 7 8 def main(): 9 pg.display.set\_caption("はばたけ!こうかとん") 10 screen = pg.display.set\_mode((800, 600)) 11 clock = pg.time.Clock() bg\_img = pg.image.load("fig/pg\_bg.jpg") 12 bg\_img2 = pg.transform.flip(bg\_img, True, False) 13 kk\_img = pg.image.load("fig/3.png") #練習1:こうかとん画像の読み込み 14 kk\_img = pg.transform.flip(kk\_img, True, False) #練習1:こうかとん左右反転 16 kk\_rct = kk\_img.get\_rect() kk\_rct.center = 300, 200 17 tmr = 0 18 19 20 while True: 21 for event in pg.event.get(): if event.type == pg.QUIT: return 22 23 24 key\_lst = pg.key.get\_pressed() 25 26 U = 0D = 027 R = 028 29 L = 030 31 # if key\_lst[pg.K\_UP]: kk\_rct.move\_ip((0, -1)) 32 # if key\_lst[pg.K\_DOWN]: 33 kk\_rct.move\_ip((0, 1)) 34 35 # if key\_lst[pg.K\_RIGHT]: 36 kk\_rct.move\_ip((2, 0)) # if key\_lst[pg.K\_LEFT]: 37 kk\_rct.move\_ip((-1, 0)) 38 39 40 if key\_lst[pg.K\_UP]: 41 U = -142 if key\_lst[pg.K\_DOWN]:

```
43
                    D = 1
44
               if key_lst[pg.K_RIGHT]:
45
46
               if key_lst[pg.K_LEFT]:
47
                    L = -1
48
49
               if (key_lst[pg.K_UP] and key_lst[pg.K_DOWN] and key_lst[pg.K_RIGHT] and key_lst[pg.K_LEFT]) ==
50
                    kk_rct.move_ip((-1+R+L, U+D))
51
52
               x = tmr\%3200
               screen.blit(bg_img, [-x, 0])
53
54
               screen.blit(bg_img2, [-x+1600, 0])
               screen.blit(bg_img, [-x+3200, 0])
55
56
               screen.blit(kk_img, kk_rct)
57
               pg.display.update()
               tmr += 1
58
59
               clock.tick(200)
60
61
       if __name__ == "__main__":
62
           pg.init()
63
           main()
64
65
           pg.quit()
           sys.exit()
66
```