















 c0a24131f8 / ProjExD_1





 **Code**  Issues  Pull requests  Actions  Projects  Wiki  Security  Insights

  main  **ProjExD_1 / flying_kokaton.py** 

Go to file

t



c0a24131f8 演習3:名前変更

9d8f49a · 3 minutes ago



66 lines (54 loc) · 1.73 KB

Code

Blame

Raw



```
1 import os
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()
12    bg_img = pg.image.load("fig/pg_bg.jpg")
13    bg_img2 = pg.transform.flip(bg_img, True, False)
14    kk_img = pg.image.load("fig/3.png") #練習1:こうかとん画像の読み込み
15    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()
17    kk_rct.center = 300, 200
18    tmr = 0
19
20    while True:
21        for event in pg.event.get():
22            if event.type == pg.QUIT: return
23
24        key_lst = pg.key.get_pressed()
25
26        U = 0
27        D = 0
28        R = 0
29        L = 0
30
31        # if key_lst[pg.K_UP]:
32        #     kk_rct.move_ip((0, -1))
33        # if key_lst[pg.K_DOWN]:
34        #     kk_rct.move_ip((0, 1))
35        # if key_lst[pg.K_RIGHT]:
36        #     kk_rct.move_ip((2, 0))
37        # if key_lst[pg.K_LEFT]:
38        #     kk_rct.move_ip((-1, 0))
39
40        if key_lst[pg.K_UP]:
41            U = -1
42        if key_lst[pg.K_DOWN]:
```

```
43         D = 1
44     if key_lst[pg.K_RIGHT]:
45         R = 2
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
53     screen.blit(bg_img, [-x, 0])
54     screen.blit(bg_img2, [-x+1600, 0])
55     screen.blit(bg_img, [-x+3200, 0])
56     screen.blit(kk_img, kk_rct)
57     pg.display.update()
58     tmr += 1
59     clock.tick(200)
60
61
62 if __name__ == "__main__":
63     pg.init()
64     main()
65     pg.quit()
66     sys.exit()
```