



 c0a242882d / ProjExD_3




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Comparing changes

Choose two branches to see what's changed or to start a new pull request. If you need to, you can also [compare across forks](#) or [learn more about diff comparisons](#).

 base: main  compare: issue2


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[Create pull request](#) 1 commit 1 file changed 1 contributor Commits on Jun 24, 2025

空白修正 #1

 c0a242882d committed 16 minutes ago

225647b

 Showing 1 changed file with 4 additions and 4 deletions.[Split](#)[Unified](#)

8 fight_kokaton.py		
189	189	bird = Bird((300, 200))
190	190	bomb = Bomb((255, 0, 0), 10)
191	191	score = Score()
192	-	bombs=[] # 爆弾用の空のリスト
193	-	beams=[] # ビーム用のリスト
	192	+ bombs=[] # 爆弾用の空のリスト
	193	+ beams=[] # ビーム用のリスト
194	194	explosions = [] # Explosionインスタンス用の空のリスト
195	195	for _ in range(NUM_OF_BOMBS):
196	196	bombs.append(Bomb((255,0,0),10))
210	210	for n2,bomb2 in enumerate(bombs):
211	211	for n,beam2 in enumerate(beams):
212	212	if bomb2.rct.colliderect(beam2.rct):
213	-	explosions.append(Explosion(bomb.rct.center)) #爆発追加
	213	+ explosions.append(Explosion(bomb.rct.center)) # 爆発追加
214	214	bombs[n2]=None
215	215	beams[n]=None
216	216	bird.change_img(6, screen)
245	245	key_lst = pg.key.get_pressed()
246	246	bird.update(key_lst, screen)
247	247	for i,beam in enumerate(beams):
248	-	if check_bound(beam.rct)==(False,False): # ビームが存在する時
	248	+ if check_bound(beam.rct)==(False,False): # ビームが存在する時
249	249	del beams[i]
250	250	else:

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beam.[update](#)(screen)