c0a242882d / ProjExD_3

Code Issues 6 Pull requests Discussions Actions Projects Wiki Sec

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: issue6

Discuss and review the changes in this comparison with others. Learn about pull requests

Create pull request

1 commit 1 file changed 1 contributor

Commits on Jun 24, 2025

空白修正 #1

c0a242882d committed 17 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:
```

251	251	beam.update(screen)