

c0b21009 / ProExD Public

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main ▾

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c0b21009 final commit #10

[History](#)

1 contributor

128 lines (110 sloc) | 3.99 KB

...

```
1  from pygame.locals import *
2  import pygame as pg
3  import sys
4  from random import randint
5  import tkinter.messagebox as tkm
6  def gameover():
7      tkm.showwarning("あつ","はじけっちゃったwww\n"+str(tmr)+"秒逃げたよ")
8  def check_bound(obj_rct, scr_rct):
9      """
10     obj_rct : こうかとんrct, または, 爆弾rct
11     scr_rct : スクリーンrct
12     領域内 : +1 / 領域外 : -1
13     """
14     yoko, tate = +1, +1
15     if obj_rct.left < scr_rct.left or scr_rct.right < obj_rct.right:
16         yoko = -1
17     if obj_rct.top < scr_rct.top or scr_rct.bottom < obj_rct.bottom:
18         tate = -1
19     return yoko, tate
20
21
22 def main():
23     global tmr
24     # 練習1
25     pg.display.set_caption("逃げろ! こうかとん")
26     scrn_sfc = pg.display.set_mode((1600, 900))
27     scrn_rct = scrn_sfc.get_rect()
28     bg_sfc = pg.image.load("fig/pg_bg.jpg")
29     bg_rct = bg_sfc.get_rect()
30
31     # 練習3
32     tori_sfc = pg.image.load("fig/6.png")
33     tori_sfc = pg.transform.rotozoom(tori_sfc, 0, 2.0)
34     tori_rct = tori_sfc.get_rect()
35     tori_rct.center = 900, 400
36
37     # 練習5
38     bomb_sfc = pg.Surface((20, 20)) # 空のSurface
```

```
39 bomb_sfc.set_colorkey((0, 0, 0)) # 四隅の黒い部分を透過させる
40 pg.draw.circle(bomb_sfc, (255, 0, 0), (10, 10), 10) # 円を描く
41 bomb_rct = bomb_sfc.get_rect()
42 bomb_rct.centerx = randint(0, scrn_rct.width)
43 bomb_rct.centery = randint(0, scrn_rct.height)
44 # 練習6
45 vx, vy = +1, +1
46
47 bomb2_sfc = pg.Surface((20, 20)) # 空のSurface
48 bomb2_sfc.set_colorkey((0, 0, 0)) # 四隅の黒い部分を透過させる
49 pg.draw.circle(bomb2_sfc, (255, 0, 0), (10, 10), 10) # 円を描く
50 bomb2_rct = bomb_sfc.get_rect()
51 bomb2_rct.centerx = randint(0, scrn_rct.width)
52 bomb2_rct.centery = randint(0, scrn_rct.height)
53 vx2, vy2 = +2, +2
54
55 clock = pg.time.Clock() # 練習1
56 while True:
57     scrn_sfc.blit(bg_sfc, bg_rct) # 練習2
58
59     for event in pg.event.get(): # 練習2
60         if event.type == pg.QUIT:
61             return
62         if event.type == KEYDOWN:
63             if event.key == K_SPACE:
64                 vx, vy = 0, 0
65                 vx2, vy2 = 0, 0
66             if event.key == K_v:
67                 n=1.2
68                 vx *=n
69                 vy *=n
70                 vx2 *=n
71                 vy2 *=n
72
73             if event.type == KEYUP:
74                 if event.key == K_SPACE:
75                     vx, vy = 1, 1
76                     vx2, vy2 = 2, 2
77
78     key_states = pg.key.get_pressed()
79     if key_states[pg.K_UP]: tori_rct.centery -= 1
80     if key_states[pg.K_DOWN]: tori_rct.centery += 1
81     if key_states[pg.K_LEFT]: tori_rct.centerx -= 1
82     if key_states[pg.K_RIGHT]: tori_rct.centerx += 1
83     yoko, tate = check_bound(tori_rct, scrn_rct)
84     if yoko == -1:
85         if key_states[pg.K_LEFT]:
86             tori_rct.centerx += 1
87         if key_states[pg.K_RIGHT]:
88             tori_rct.centerx -= 1
89     if tate == -1:
90         if key_states[pg.K_UP]:
91             tori_rct.centery += 1
92         if key_states[pg.K_DOWN]:
93             tori_rct.centery -= 1
94     scrn_sfc.blit(tori_sfc, tori_rct) # 練習3
95
96     yoko, tate = check_bound(bomb_rct, scrn_rct)
```

```
97     vx *= yoko
98     vy *= tate
99     bomb_rct.move_ip(vx, vy) # 練習6
100    scrn_sfc.blit(bomb_sfc, bomb_rct) # 練習5
101
102
103    yoko, tate = check_bound(bomb2_rct, scrn_rct)
104    vx2 *= yoko
105    vy2 *= tate
106    bomb2_rct.move_ip(vx2, vy2) # 練習6
107    scrn_sfc.blit(bomb2_sfc, bomb2_rct) # 練習5
108    tmr+=0.001
109    if tori_rct.colliderect(bomb_rct):
110        gameover()
111        return
112    if tori_rct.colliderect(bomb2_rct):
113        gameover()
114        return
115
116    pg.display.update() #練習2
117    clock.tick(1000)
118
119
120
121
122
123    if __name__ == "__main__":
124        pg.init() # 初期化
125        tmr=0.0
126        main() # ゲームの本体
127        pg.quit() # 初期化の解除
128        sys.exit()
```