c0b21009 / **ProExD**   Public

<> **Code**   Issues 8   Pull requests   Discussions   Actions   Projects   Wiki   Secur

⎇ main ▾   ···

ProExD / ex03 / **maze.py** / <> Jump to ▾

c0b21009 final #7   ⟲ History

👥 **1 contributor**

111 lines (90 sloc) | 2.47 KB   ···

```python
import tkinter as tk
import maze_maker as mm #8
import tkinter.messagebox as tkm
import random

# 5
def key_down(event):
    global key
    key = event.keysym


# 6
def key_up(event):
    global key
    key = ""


# 7
def main_proc():
    global mx, my, cx, cy, lx, ly, tmr, tmr2, px, py

    tmr +=1 #ライオンの座標を決めるための変数
    tmr2 +=0.1 #タイム

    if key == "Up":
        my -= 1
    if key == "Down":
        my += 1
    if key == "Left":
        mx -= 1
    if key == "Right":
        mx += 1
    if maze_lst[my][mx] == 0:
        cx, cy = mx*100+50, my*100+50
    else:
        if key == "Up":
            my += 1
        if key == "Down":
```

```python
39                my -= 1
40            if key == "Left":
41                mx += 1
42            if key == "Right":
43                mx -= 1
44        if tmr>130:
45            tmr=0
46        #ライオンの座標指定
47        lx=(tmr%15)*100+50
48        ly=(tmr//15)*100+50
49        #当たり判定のないキャラの座標指定
50        px=random.randint(0, 1500)
51        py=random.randint(0, 900)
52
53        canv.coords("tori", cx, cy)
54        canv.coords("lion", lx, ly)
55        canv.coords("pen", px, py)
56
57        if lx==cx and ly==cy:#ライオンと座標が一致したときのイベント
58            tkm.showwarning("危ない！", "食べられちゃったー"+str(tmr2)+"秒逃げたよ")
59            #初期化
60            tori = tk.PhotoImage(file="fig/5.png")
61            mx, my = 1, 1
62            cx, cy = mx*100+50, my*100+50
63            canv.create_image(cx, cy, image=tori, tag="tori")
64            tmr=0
65            tmr2=0.0
66
67
68        root.after(100, main_proc)
69
70
71    if __name__ == "__main__":
72        tmr=0
73        tmr2=0.0
74        root = tk.Tk()
75        root.title("迷えるこうかとん") # 1
76
77        # 2
78        canv = tk.Canvas(root, width=1500, height=900, bg="black")
79        canv.pack()
80
81        # 9,10
82        maze_lst = mm.make_maze(15, 9)
83
84        mm.show_maze(canv, maze_lst)
85
86        # 3
87        #こうかとんの設定
88        tori = tk.PhotoImage(file="fig/5.png")
89        mx, my = 1, 1
90        cx, cy = mx*100+50, my*100+50
91        canv.create_image(cx, cy, image=tori, tag="tori")
92        #ライオンの設定
93        lion = tk.PhotoImage(file="fig/3926.png")
94        lx, ly = 100-50, 100-50
95        canv.create_image(lx, ly, image=lion, tag="lion")
96        #当たり判定のないキャラの設定
```

```python
 97         pen = tk.PhotoImage(file="fig/3926.png")
 98         px, py =0,0
 99         canv.create_image(px, py, image=pen, tag="pen")
100
101         # 4
102         key = ""
103
104         # 5,6
105         root.bind("<KeyPress>", key_down)
106         root.bind("<KeyRelease>", key_up)
107
108         # 7
109         main_proc()
110
111         root.mainloop()
```