#!/usr/bin/env python  
# -\*- coding:utf-8 -\*-  
  
import pygame  
from pygame.locals import \*  
import time  
import random  
  
class PlayerPlane(object):  
 def \_\_init\_\_(self,screen\_temp):  
 planeImageName='feiji/hero.gif'  
 self.image=pygame.image.load(planeImageName).convert()  
 self.screen=screen\_temp  
 self.x=195  
 self.y=550  
 self.bullet=[]  
  
 self.hit = False  
 self.bomb\_list = []  
 self.\_\_crate\_images()  
 self.image\_num = 0  
 self.image\_index = 0  
  
 def \_\_crate\_images(self):  
 self.bomb\_list.append(pygame.image.load("feiji/hero\_blowup\_n1.png"))  
 self.bomb\_list.append(pygame.image.load("feiji/hero\_blowup\_n2.png"))  
 self.bomb\_list.append(pygame.image.load("feiji/hero\_blowup\_n3.png"))  
 self.bomb\_list.append(pygame.image.load("feiji/hero\_blowup\_n4.png"))  
  
  
 def draw (self):  
 self.screen.blit(self.image,(self.x,self.y))  
 if self.hit == True:  
 self.screen.blit(self.bomb\_list[self.image\_index], (self.x, self.y))  
 self.image\_num += 1  
 if self.image\_num == 7:  
 self.image\_num = 0  
 self.image\_index += 1  
 if self.image\_index > 3:  
 time.sleep(1)  
 exit() # 调用exit让游戏退出  
 # self.image\_index = 0  
 else:  
 for temp in self.bullet:  
 temp.draw()  
  
 def keyHandle(self,keyValue):  
 if keyValue=="left":  
 print("按下了左键")  
 self.x-=20  
 elif keyValue == "right":  
 print("按下了右键")  
 self.x+=20  
 elif keyValue=="space":  
 print("按下了空格")  
 self.bullet.append(Bullet(self.screen,"player",self.x,self.y))  
  
 def bomb(self):  
 self.hit = True  
  
 def getX(self):  
 return self.x  
 def getY(self):  
 return self.y  
  
  
class Bullet(object):  
 def \_\_init\_\_(self,screen\_temp,planeName,x,y):  
 self.planeName=planeName  
 if planeName=="enemy":  
 self.bgImageFile='feiji/bullet-1.gif'  
 elif planeName=="player":  
 self.bgImageFile = 'feiji/bullet.png'  
 self. bulletimg = pygame.image.load(self.bgImageFile)  
 self.x=x  
 self.y=y  
 self.screen=screen\_temp  
  
 def draw(self):  
 if self.planeName=="enemy":  
 self.y+=4  
 elif self.planeName=="player":  
 self.y-=4  
  
 self.screen.blit(self.bulletimg,(self.x+40,self.y-15))  
  
 def getX(self):  
 return self.x  
 def getY(self):  
 return self.y  
  
  
class EnemeyPlane(object):  
 def \_\_init\_\_(self,screen,x=0,y=0):  
 self.screen=screen  
 self.x=x  
 self.y=y  
 self.image=pygame.image.load('feiji/enemy-1.gif')  
 self.derection="right"  
 self.bullet=[]  
  
 self.hit = False  
 self.bomb\_list = []  
 self.\_\_crate\_images()  
 self.image\_num = 0  
 self.image\_index = 0  
  
  
 def \_\_crate\_images(self):  
 self.bomb\_list.append(pygame.image.load("feiji/enemy0\_down1.png"))  
 self.bomb\_list.append(pygame.image.load("feiji/enemy0\_down2.png"))  
 self.bomb\_list.append(pygame.image.load("feiji/enemy0\_down2.png"))  
 self.bomb\_list.append(pygame.image.load("feiji/enemy0\_down4.png"))  
  
 def draw(self):  
 if self.hit == True:  
 self.screen.blit(self.bomb\_list[self.image\_index], (self.x, self.y))  
 self.image\_num += 1  
 if self.image\_num == 7:  
 self.image\_num = 0  
 self.image\_index += 1  
 if self.image\_index > 3:  
 time.sleep(2)  
 exit() # 调用exit让游戏退出  
 # self.image\_index = 0  
 else:  
 self.screen.blit(self.image,(self.x,self.y))  
 for temp in self.bullet:  
 temp.draw()  
  
 def move(self):  
  
 if self.derection=="right":  
 self.x+=2;  
 elif self.derection=="left":  
 self.x-=2  
 if self.x>435:  
 self.derection = "left"  
 elif self.x < 0:  
 self.derection = "right"  
  
 num=random.randint(1,100)  
 if num in [3,50]:  
 self.bullet.append(Bullet(self.screen,"enemy",self.x,self.y))  
  
 def bomb(self):  
 self.hit = True  
  
 def getX(self):  
 return self.x  
  
 def getY(self):  
 return self.y  
  
  
if \_\_name\_\_== '\_\_main\_\_':  
 screen=pygame.display.set\_mode((480,890),0,32)  
 bgImageFile='feiji/background.png'  
 # 文件路径  
 background=pygame.image.load(bgImageFile).convert()  
  
 enemey=EnemeyPlane(screen)  
  
player = PlayerPlane(screen)  
  
while True:  
 screen.blit(background,(0,0))  
 for event in pygame.event.get():  
 if event.type == QUIT:  
 print("exit")  
 exit()  
 elif event.type == KEYDOWN :  
 if event.key== K\_a or event.key == K\_LEFT:  
 print("left")  
 player.keyHandle("left")  
 elif event.key==K\_d or event.key==K\_RIGHT:  
 print("right")  
 player.keyHandle("right")  
 elif event.key==K\_SPACE:  
 print("space")  
 player.keyHandle("space")  
 elif event.key == K\_b:  
 print('b')  
 player.bomb()  
  
 Px=player.getX()  
 Py=player.getY()  
 Ex=enemey.getX()  
 Ey=enemey.getY()  
 for temp in enemey.bullet:  
 if temp.getX() < Px + 50 and temp.getX() > Px and temp.getY() < Py + 50 and temp.getY() > Py:  
 player.bomb()  
 # 有点不像是面向对象，但是现在还没发现更好的方法  
 for temp in player.bullet:  
 if temp.getX()<Ex+50 and temp.getX>Ex and temp.y<Ey+50 and temp.y>Ey:  
 enemey.bomb()  
  
 player.draw()  
 enemey.move()  
 enemey.draw()  
 pygame.display.update()  
 time.sleep(0.01)