# 准备：把01-dad-son-planewar.py复制一份，改名02-dad-son-planewar.py 表示是第二个版本

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# 编码开始：

## 1.新建一个menu.py用来显示开始画面，还要新建一个funcs模块在里面编写常用的函数，我们先在menu.py里面写代码，然后在funcs.py里面编写代码

### menu.py

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| from os import path  import pygame as pg  from constants import \*  import funcs  def main\_menu(screen):      #加载菜单音乐      pg.mixer.music.load(sound\_path + 'menu.ogg')      #循环播放菜单音乐      pg.mixer.music.play(-1)      # 加载开始图片      start\_img = pg.image.load(pic\_path+'menu.png')      start\_img = pg.transform.scale(start\_img,SIZE)      screen.blit(start\_img,(0,0))      pg.display.update()      while True:          event = pg.event.poll() # 只获取一个事件          if event.type == pg.KEYDOWN:              if event.key == pg.K\_RETURN: # 回车键                  break          elif  event.type == pg.QUIT:              pg.quit()              quit()          else:              funcs.draw\_text(screen,"Press [Enter] To Begin",30,WIDTH/2,HEIGHT/2)              funcs.draw\_text(screen,"[W] ↑",30,WIDTH/2,2\*HEIGHT/3-40)              funcs.draw\_text(screen,"[A]← [S] ↓ [D]→ ",30,WIDTH/2,2\*HEIGHT/3)              pg.display.update()              # 加载ready音效      pg.mixer.music.load(sound\_path + 'getready.ogg')      #循环播放菜单音乐      pg.mixer.music.play()      # ready = pg.mixer.Sound(sound\_path + 'getready.ogg')      # ready.play()      screen.fill(BLACK)      funcs.draw\_text(screen,"Get Ready!!!",40,WIDTH/2,HEIGHT/3)      pg.display.update()  def menu\_display(screen):      main\_menu(screen)      pg.time.wait(3000)      pg.mixer.music.stop()      pg.mixer.music.load(sound\_path+'tgfcoder-FrozenJam-SeamlessLoop.ogg')      pg.mixer.music.play(-1) |

### funcs.py

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| import pygame as pg  from constants import \*  #绘制文本的函数  def draw\_text(surf,text,size,x,y):      font = pg.font.Font(font\_name,size)      text\_surface = font.render(text,True,WHITE)      text\_rect = text\_surface.get\_rect()      text\_rect.midtop = (x,y)      surf.blit(text\_surface,text\_rect) |

### constants.py

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| import pygame as pg  from os import path  pg.init()       #初始化pygame模块  pg.mixer.init() #初始化pygame模块的音效模块  font\_name = pg.font.match\_font('arial') # 获取系统里面安装了的字体名称  # 实战图片和音效图片路径  pic\_path = './res/images/'  sound\_path = './res/sounds/'  WIDTH = 480      #窗口宽度  HEIGHT = 600     #窗口高度  SIZE = (WIDTH,HEIGHT) #  FPS = 30   # 帧率  # 定义颜色  BLACK = (0,0,0)  WHITE = (255,255,255)  RED = (255,0,0)  GREEN = (0,255,0)  BLUE = (0,0,255)  YELLOW = (255,255,0)  bg = pg.image.load(pic\_path+'startfield.jpg')  bg = pg.transform.scale(bg,(WIDTH,1536))  height = -936 |

## 2.我们需要在02-dad-son-planewar.py文件里面的主循环里面调用menu模块的menu\_display()方法，完整代码如下

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| # 第2个版本，在第一个版本的基础上添加开始画面  import sys  from constants import \*  import menu  screen = pg.display.set\_mode(SIZE)  pg.display.set\_caption("飞机大战")  clock = pg.time.Clock()  def main():      # 显示启动画面      menu.menu\_display(screen) # 调用menu模块的显示菜单方法      global height      running = True      while running:            clock.tick(FPS)          for event in pg.event.get():              if event.type == pg.QUIT:                  running = False          # 背景图片向下滚动          screen.blit(bg,(0,height))          height += 2          if height > -168:              height = -936          pg.display.update()        pg.quit()      sys.exit()  if \_\_name\_\_ == '\_\_main\_\_':      main() |

# 这一节还是比较简单，只是加载启动图片，显示菜单，根据场景切换背景音乐