

STAR WARS HRA

```
pygame.init()
pygame.font.init()
pygame.mixer.init()
```

```
if event.type == TIE_HIT:
    Xwing.HP_xwing -= 1
    HIT_SOUND.play()
```

'Xwing.png'

```
laser = pygame.Rect(40 // 2, 10, 5)
```

```
if event.key == pygame.K_LCTRL:
    Xwing.shoot_laser_xwing()
```

```
class Tie:
    def __init__(self):
        self.SPEED = 6
        self.HP_tie = 4
        self.MAX_HP = 4
        self.max_shots = 3
        self.shot_speed = 7
        self.TIE = TIE_FIGHTER
```

```
keys_pressed = pygame.key.get_pressed()
if keys_pressed[pygame.K_a]:
    xwing_rec.x -= SPEED
if keys_pressed[pygame.K_w]:
    xwing_rec.y -= SPEED
if keys_pressed[pygame.K_d]:
    xwing_rec.x += SPEED
if keys_pressed[pygame.K_s]:
    xwing_rec.y += SPEED
```

PLAYER 1



MOVE

LEFT



SHOOT

PLAYER 2

RIGHT



SHOOT



MOVE



"2D hra pro dva hráče"
Lukáš Balog
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