Амонгас

from random import randint, randrange  
  
import pygame  
  
*# Settings*SIZE = W, H = (1200, 800)  
FPS = 100  
ok = True  
speed = 10  
blocks = []  
dx, dy = 5, -5  
S = pygame.display.set\_mode(SIZE)  
pygame.display.set\_caption('FlappyBird')  
clock = pygame.time.Clock()  
  
  
  
amongus = pygame.image.load('амонгас.png').convert\_alpha()  
amongus = pygame.transform.scale(amongus, (150, 150))  
  
enemy = pygame.image.load('враг.png').convert\_alpha()  
enemy = pygame.transform.scale(enemy, (150, 100))  
  
enemy2 = pygame.image.load('враг2.png').convert\_alpha()  
enemy2 = pygame.transform.scale(enemy2, (100, 100))  
  
background = pygame.image.load('фон\_новогодний.png').convert\_alpha()  
background = pygame.transform.scale(background, (1500, 800))  
  
  
ok = True  
x1 = 0  
x2 = W  
высота = H / 10  
гравитация = 2  
  
x\_enemy = W - 100  
y\_enemy = H - 200  
dy\_enemy = 2  
dx\_enemy = 2  
  
x\_enemy2 = W + 100  
y\_enemy2 = 60  
dy\_enemy2 = -2  
dx\_enemy2 = 2  
  
while ok:  
 for e in pygame.event.get():  
 if e.type == pygame.QUIT:  
 ok = False  
 S.fill(color='black')  
 S.blit(background, (x1, 0))  
 S.blit(background, (x2, 0))  
 S.blit(enemy2, (x\_enemy2, y\_enemy2))  
 S.blit(enemy, (x\_enemy, y\_enemy))  
 S.blit(amongus, (0, высота))  
  
 x\_enemy -= dx\_enemy  
 y\_enemy -= dy\_enemy  
 x\_enemy2 -= dx\_enemy2  
 y\_enemy2 -= dy\_enemy2  
  
 if x\_enemy < -50:  
 x\_enemy = randint(W - 100, W + 100)  
 y\_enemy = randint(100, H - 100)  
 dx\_enemy = randint(2, 6)  
 dy\_enemy = randrange(-2, 3)  
  
 if y\_enemy < 50 or y\_enemy > 700:  
 dy\_enemy = -dy\_enemy  
  
 if x\_enemy2 < -50:  
 x\_enemy2 = randint(W + 100, W + 400)  
 dx\_enemy2 = randint(2, 6)  
 dy\_enemy2 = randrange(-2, 3)  
  
 if y\_enemy2 < 50 or y\_enemy2 > 700:  
 dy\_enemy2 = -dy\_enemy2  
  
  
  
 высота += гравитация  
 x2 -= 2  
 x1 -= 2  
 if x2 < -50:  
 x1, x2 = -50, W - 50  
  
 keys = pygame.key.get\_pressed()  
 if keys[pygame.K\_SPACE]:  
 гравитация = -2  
 else:  
 гравитация = 2  
 if высота > 620:  
 высота = 550  
 pygame.display.update()  
 clock.tick(FPS)

Часть 2 Рефакторинг и столкновения

from random import randint  
import pygame  
  
SIZE = W, H = (1200, 800)  
FPS = 100  
  
x1,x2 = 0, W  
  
гравитация = 2  
  
  
dy\_enemy = 2  
dx\_enemy = 2  
  
S = pygame.display.set\_mode(SIZE)  
pygame.display.set\_caption('Amongus')  
clock = pygame.time.Clock()  
  
amongus = pygame.image.load('амонгас.png').convert\_alpha()  
amongus = pygame.transform.scale(amongus, (150, 150))  
amongus\_coords = amongus.get\_rect()  
  
enemy = pygame.image.load('враг.png').convert\_alpha()  
enemy = pygame.transform.scale(enemy, (150, 100))  
enemy\_coords = enemy.get\_rect()  
enemy\_coords.x = W - 100  
enemy\_coords.y = H - 200  
  
background = pygame.image.load('фон\_новогодний.png').convert\_alpha()  
background = pygame.transform.scale(background, (1500, 800))  
  
while True:  
 for e in pygame.event.get():  
 if e.type == pygame.QUIT:  
 exit()  
 S.fill(color='black')  
 S.blit(background, (x1, 0))  
 S.blit(background, (x2, 0))  
 S.blit(enemy, enemy\_coords)  
 S.blit(amongus, amongus\_coords)  
 *# S.blit(amongus, (0, высота))* amongus\_coords.y += гравитация  
 enemy\_coords.x -= dx\_enemy  
 enemy\_coords.y -= dy\_enemy  
  
 if enemy\_coords.x < -50:  
 enemy\_coords.y = randint(100, H - 100)  
 enemy\_coords.x = randint(W - 100, W + 100)  
 dx\_enemy = randint(2, 6)  
 dy\_enemy = randint(-3, 3)  
  
 if enemy\_coords.y < 50 or enemy\_coords.y > 700:  
 dy\_enemy = -dy\_enemy  
  
 if amongus\_coords.colliderect(enemy\_coords):  
 enemy\_coords.x += 600  
 dx\_enemy += 1  
 dy\_enemy = randint(-3, 3)  
  
 x2 -= 2  
 x1 -= 2  
 if x2 < -50:  
 x1, x2 = -50, W - 50  
  
 keys = pygame.key.get\_pressed()  
 if keys[pygame.K\_SPACE]:  
 гравитация = -2  
 else:  
 гравитация = 2  
  
 pygame.display.update()  
 clock.tick(FPS)

Часть 1 Функциональная отрисовка

SIZE = W, H = (1200, 800)  
FPS = 100  
ok = True  
dx, dy = 5, -5  
ok = True  
x1 = 0  
x2 = W  
высота = H / 10  
гравитация = 2  
  
x\_enemy = W - 100  
y\_enemy = H - 200  
dy\_enemy = 2  
dx\_enemy = 2  
  
x\_enemy2 = W + 100  
y\_enemy2 = 60  
dy\_enemy2 = -2  
dx\_enemy2 = 2  
S = pygame.display.set\_mode(SIZE)  
pygame.display.set\_caption('Amongus')  
clock = pygame.time.Clock()  
  
lst\_obj = [  
 {"name": "amongus", "file": "амонгас.png", 'size': (150, 150), "coords": (0,W)},  
 {"name": "enemy", "file": "враг.png", 'size': (150, 100), "coords": (H,W)},  
 {"name": "enemy2", "file": "враг2.png", 'size': (150, 100), "coords": (H,W)},  
 {"name": "background1", "file": 'фон\_новогодний.png', 'size': (1500, 800), "coords": (x1,0)},  
 {"name": "background2", "file": 'фон\_новогодний.png', 'size': (1500, 800), "coords": (x2,0)},  
]  
  
def create\_objects(lst\_obj):  
   
 for obj in lst\_obj:  
 sprite = pygame.image.load(obj['file']).convert\_alpha()  
 pygame.transform.scale(sprite, obj['size'])  
  
def draw\_objects(lst\_obj):  
 for obj in lst\_obj:  
 print(obj)  
 *# S.blit(obj['name'], obj["coords"])*