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import pygame from pygame.locals import *

laby_DK = [[2, 0, 0, 1, 1, 1, 1, 1, 0, 1, 0, 0, 1, 1, 1], [0, 1, 0, 0, 0, 0, 0, 1, 0, 1, 1, 1, 0, 1, 1],
[0, 1, 1, 1], [0, 0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 0, 1, 1, 1], [1, 0, 0, 0, 1, 1, 1, 1, 0, 0, 0, 1, 1, 1, 1],
[0, 0, 0, 1, 0, 0, 0, 0, 0, 1, 1, 1, 0, 0, 1], [1, 1, 0, 1, 1, 1, 1, 0, 1, 1, 0, 0, 0, 1, 1],
[0, 0, 0, 1, 1, 1, 0, 0, 0, 0, 1, 1, 1, 1, 1], [0, 1, 0, 0, 0, 1, 1, 0, 1, 0, 0, 0, 1, 1, 1],
[0, 1, 1, 0, 0, 0, 1, 0, 1, 0, 0, 0, 1, 1, 1], [1, 1, 1, 0, 0, 1, 1, 1, 1, 0, 1, 1, 1, 1, 1],
[1, 1, 1, 0, 1, 1, 0, 1, 0, 0, 1, 1, 0, 0, 1], [1, 0, 0, 0, 1, 0, 0, 1, 0, 1, 1, 0, 0, 1, 1], [0,
0, 1, 0, 0, 0, 1, 0, 0, 0, 0, 0, 1, 1, 1], [1, 1, 1, 1, 1, 0, 1, 1, 0, 1, 1, 0, 1, 1, 1], [1, 0,
0, 0, 0, 0, 1, 1, 0, 0, 1, 0, 0, 0, 3]]

largeur, hauteur = len(laby_DK[0]), len(laby_DK)

def init_fond(): fenetre.blit(fond, (0,0)) for x in range(largeur): for y in
range(hauteur): if laby_DK[y][x] == 1: fenetre.blit(mur, Rect(30x, 30y, 30,
30)) elif laby_DK[y][x] == 2: fenetre.blit(entree, Rect(30x, 30y, 30, 30)) elif
laby_DK[y][x] == 3: fenetre.blit(sortie, Rect(30x, 30y, 30, 30))

def move_right(pos): global perso perso = dk_droite x_pos, y_pos = pos[0]//30,
pos[1]//30 if x_pos < largeur-1 and laby_DK[y_pos][x_pos+1] != 1: return
pos.move(30, 0) else: return pos

def move_left(pos): global perso perso = dk_gauche x_pos, y_pos = pos[0]//30,
pos[1]//30 if x_pos > 0 and laby_DK[y_pos][x_pos-1] != 1: return pos.move(-
30, 0) else: return pos

def move_up(pos): global perso perso = dk_haut x_pos, y_pos = pos[0]//30,
pos[1]//30 if y_pos > 0 and laby_DK[y_pos-1][x_pos] != 1: return pos.move(0,
-30) else: return pos

def move_down(pos): global perso perso = dk_bas x_pos, y_pos = pos[0]//30,
pos[1]//30 if y_pos < hauteur - 1 and laby_DK[y_pos+1][x_pos] != 1: return
pos.move(0, 30) else: return pos

pygame.init()

#Ouverture de la fenetre Pygame fenetre = pygame.display.set_mode((450,
450)) pygame.display.set_caption("DK Labyrinthe")

#Texte victoire myfont = pygame.font.SysFont("Deja Vu Sans MS", 80) texte
= "Gagné !" label_victoire = myfont.render(texte, True, (255, 0, 0),)

#Chargement et collage du fond fond = pygame.image.load("/home/cedric/Travail/AlgoInfo/CodesPython/PyG
fenetre.blit(fond, (0,0))

#Chargement des images dk_bas = pygame.image.load("/home/cedric/Travail/AlgoInfo/CodesPython/PyGame
dk_haut = pygame.image.load("/home/cedric/Travail/AlgoInfo/CodesPython/PyGame/DK/dk_haut.png").co
dk_gauche = pygame.image.load("/home/cedric/Travail/AlgoInfo/CodesPython/PyGame/DK/dk_gauche.png")
dk_droite = pygame.image.load("/home/cedric/Travail/AlgoInfo/CodesPython/PyGame/DK/dk_droite.png").

perso = dk_droite

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position_perso = perso.get_rect() mur = pygame.image.load("/home/cedric/Travail/AlgoInfo/CodesPython/Py
entree = pygame.image.load("/home/cedric/Travail/AlgoInfo/CodesPython/PyGame/DK/depart.png").convert
sortie = pygame.image.load("/home/cedric/Travail/AlgoInfo/CodesPython/PyGame/DK/arrivee.png").convert
fenetre.blit(perso, position_perso)

#Rafraîchissement de l'écran pygame.display.flip() pygame.key.set_repeat(400,
30)

#BOUCLE INFINIE continuer = True while continuer: for event in
pygame.event.get(): #Attente des événements if event.type == QUIT:
continuer = False if event.type == KEYDOWN: if event.key == K_DOWN:
position_perso = move_down(position_perso) if event.key == K_UP:
position_perso = move_up(position_perso) if event.key == K_RIGHT:
position_perso = move_right(position_perso) if event.key == K_LEFT:
position_perso = move_left(position_perso) #Re-collage # fenetre.blit(fond,
(0,0)) init_fond() fenetre.blit(perso, position_perso) #Rafraichissement
pygame.display.flip() if laby_DK[position_perso[1]//30][position_perso[0]//30]
== 3: continuer = False fenetre.blit(label_victoire, ((450-myfont.size(texte)[0]//2,
(450-myfont.size(texte)[1]//2)) pygame.display.flip() pygame.time.delay(2000)

pygame.quit()

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