orgilmgl0301 /
ProjExD_1

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ProjExD_1 / ex1-20240416 / flying_kokaton.py

orgilmgl0301 enshuu 4 7 minutes ago

51 lines (45 loc) · 1.44 KB

Code Blame Raw

```python
import os
import sys
import pygame as pg

os.chdir(os.path.dirname(os.path.abspath(__file__)))


def main():
    pg.display.set_caption("はばたけ！こうかとん")
    screen = pg.display.set_mode((800, 600))
    clock  = pg.time.Clock()
    bg_img = pg.image.load("fig/pg_bg.jpg")
    bg_img2 = pg.transform.flip(bg_img, True, False)#renshuu 7-1
    kk_img = pg.image.load("fig/3.png")
    kk_img = pg.transform.flip(kk_img, True, False)# renshuu 7-1
    kk_rct = kk_img.get_rect() #renshuu8-1
    kk_rct.center = 300, 200 #renshuu 8-2
    tmr = 0
    while True:
        for event in pg.event.get():
            if event.type == pg.QUIT: return
        key_lst = pg.key.get_pressed()
        # print(key_lst)
        if key_lst[pg.K_UP]:
            # print("上押された")
            kk_rct.move_ip([0, -1])
        if key_lst[pg.K_DOWN]:
            kk_rct.move_ip([0, +1])
        if key_lst[pg.K_LEFT]:
            kk_rct.move_ip([-1, 0])
        if key_lst[pg.K_RIGHT]:
            kk_rct.move_ip([+2, 0]) # enshuu 1
        else:
            kk_rct.move_ip([-1,0])
        x = tmr%3200
        screen.blit(bg_img,[-x, 0])
        screen.blit(bg_img2,[-x+1600, 0])
        screen.blit(bg_img,[-x+3200, 0])
        screen.blit(bg_img2,[-x+4800,0])
```

```
            screen.blit(bg_img2,[-x+4800,0])

            screen.blit(kk_img, kk_rct)#renshuu 7-2
            pg.display.update()
            tmr += 1
            clock.tick(200)


    if __name__ == "__main__":
        pg.init()
        main()
        pg.quit()
        sys.exit()
```