🔒 **peco2282** / **Project-Exercises**   Private

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   ᕦ **1 contributor**

104 lines (82 sloc) | 2.17 KB   ···

```python
import tkinter as tk
import tkinter.messagebox as tkm

import ProjExD_pub.rensyu03.maze_maker as mm

cx = 350
cy = 450
key = ""
pos = [1, 1]


def key_down(event):
    global key
    key = event.keysym


def key_up(event):
    global key
    key = ""


def clear():
    tkm.showinfo(title="ゴール", message="ゴールしました。")
    pos[0] = 0
    pos[1] = 0


def main_proc():
    global cx, cy, key, mx, my

    match key:
        case "Up":
            if maze[my - 1][mx] != 1:
                my -= 1
                pos[1] -= 1
            cy = my * 100 + 50

        case "Down":
```

```python
                if maze[my + 1][mx] != 1:
                    my += 1
                    pos[1] += 1
                cy = my * 100 + 50
            case "Left":
                if maze[my][mx - 1] != 1:
                    mx -= 1
                    pos[0] -= 1
                cx = mx * 100 + 50
            case "Right":
                if maze[my][mx + 1] != 1:
                    mx += 1
                    pos[0] += 1
                cx = mx * 100 + 50

    """
    if key == "Up":
        if maze[my - 1][mx] == 0:
            my -= 1
        cy = my * 100 + 50
    if key == "Down":
        if maze[my + 1][mx] == 0:
            my += 1
        cy = my * 100 + 50
    if key == "Left":
        if maze[my][mx - 1] == 0:
            mx -= 1
        cx = mx * 100 + 50
    if key == "Right":
        if maze[my][mx + 1] == 0:
            mx += 1
        cx = mx * 100 + 50
    """

    canvas.coords("tori", cx, cy)
    if pos == [13, 7]:
        tkm.showinfo(title="ゴール", message="ゴールしました。")
        pos[0] = 0
        pos[1] = 0
    else:
        root.after(100, main_proc)


if __name__ == "__main__":
    mx = my = 1
    root = tk.Tk()
    root.title("迷えるこうかとん")
    root.geometry("1500x900")

    maze = mm.make_maze(15, 9)
    maze[1][1] = maze[-2][-2] = 2

    canvas = tk.Canvas(root, width=1500, height=900, bg="black")

    maze_make = mm.show_maze(canvas, maze)

    cx = cy = 150
```

```python
        tori = tk.PhotoImage(file=r"..\ProjExD_pub\fig\8.png")
        canvas.create_image(cx, cy, image=tori, tag="tori")
        canvas.pack()

    root.bind("<KeyPress>", key_down)
    main_proc()
    root.bind("<KeyRelease>", key_up)
    root.mainloop()
```