

## 背景クラスの作成

- ・ 全て新規

```
class Haikai :  
    def __init__(self, anime) :  
        self.anime = anime  
        self.anime.haikai = self  
        self.pos_start = 0  
  
    def update(self, anime, x, y) :  
        self.pos_start = x % 16  
  
    def draw(self) :  
        for i in range(-self.pos_start, Anime.SCREEN_WIDTH, 16) :  
            pyxel.blit( i , 0 ,  
                        1 ,  
                        0 , 0,  
                        15 , 191 ,  
                        0 )
```

背景クラスをA n i m eクラスへ組み込む

```
class Anime :  
    SCREEN_WIDTH = 256  
    SCREEN_HIGHT = 196  
  
    def __init__(self) :  
        pyxel.init(Anime.SCREEN_WIDTH, Anime.SCREEN_HIGHT, title="Pixelman")  
        pyxel.load("my_resource.pyxres")  
        self.hanabis=[]  
        Pixelman(self)  
        Haikei(self)  
        pyxel.run(self.update, self.draw)  
  
    def update(self) :  
#        self.pixelman.update()  
        self.pixelman.update(Anime)  
        for hanabi in self.hanabis.copy() :  
            hanabi.update()  
  
    def draw(self) :  
        pyxel.cls(1)  
        self.haikei.draw()  
        self.pixelman.draw()  
        for hanabi in self.hanabis.copy() :  
            hanabi.draw()
```

背景クラスをAnimeクラスへ組み込む

```
class Pixelman :
```

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```

```
def update(self, anime) :  
    if self.bn_ptn == 0 :  
        self.bn_y += self.bn_vy  
        self.bn_vy += Pixelman.GA  
        if self.bn_y > Anime.SCREEN_HIGHT :  
            self.bn_y = Anime.SCREEN_HIGHT - 16  
            self.bn_ptn = 1  
            self.bn_vy = Pixelman.FS
```

```
    else :  
        if pyxel.btn(pyxel.KEY_RIGHT) == True :  
            self.bn_x += self.bn_vx  
        elif pyxel.btn(pyxel.KEY_LEFT) == True :  
            self.bn_x -= self.bn_vx
```

```
        if self.bn_x > Anime.SCREEN_WIDTH :  
            self.bn_x = 0  
        elif self.bn_x < -16 :  
            self.bn_x = Anime.SCREEN_WIDTH - 16
```

```
        if self.bn_x % 5 == 0 :  
            self.bn_ptn *= -1
```

```
    if pyxel.btnp(pyxel.KEY_SPACE) == True :  
        self.bn_ptn = 0
```

```
    if pyxel.btnp(pyxel.KEY_RETURN) :  
        Hanabi(self.anime, self.bn_x, self.bn_y)
```

```
    self.anime.haikei.update(self.anime, self.bn_x, self.bn_y)
```

```
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```