花火のクラス (全て新規)

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class Hanabi :
def __init__(self, anime, x, y) :
    self. anime = anime
    self. anime. hanabis. append (self)
    self.hana_x = x + 8
    self.hana_y = y
    self. hana cnt = 0
    self.hana_tim = 150
def update(self) :
    self. hana cnt += 1
    if self.hana_cnt < self.hana_tim :
        self.hana_y -= 1
        self.hana_ptn = 0
    elif self.hana_cnt < self.hana_tim+30 :
        self.hana_ptn = 1
    elif self.hana_cnt < self.hana_tim+60 :
        self.hanaptn = 2
    elif self.hana_cnt < self.hana_tim+90 :
        self.hana_ptn = 3
    else:
        if self. anime. hanabis :
             self. anime. hanabis. remove (self)
def draw(self) :
    if self. hana ptn == 0:
        pyxel.circ(self.hana_x, self.hana_y, 2, 8)
    elif self.hana ptn == 1:
        pyxel.circb(self.hana_x, self.hana_y, 4, 15)
    elif self. hana ptn == 2:
        pyxel.circb(self.hana_x, self.hana_y, 4, 15)
        pyxel.circb(self.hana_x, self.hana_y, 8, 5)
    elif self.hana_ptn == 3 :
        pyxel.circb(self.hana_x,self.hana_y,8,5)
        pyxel.circb(self.hana_x, self.hana_y, 16, 8)
```