花火クラスの組込(1/2)、花火の実体化（Pixelman の update 部分）

```python
class Pixelman :

    def __init__(self,anime) :
        self.anime = anime
        self.bn_x = 0
        self.bn_y = Anime.SCREEN_HIGHT - 16
        self.bn_vx = 1
        self.bn_vy = Pixelman.FS
        self.bn_ptn = 1
        self.anime.pixelman = self

    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)
```