ピクセルマンをキー操作で左右に動かす

class Pixelman :

FS = -30

GA = 3

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) :

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