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

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)