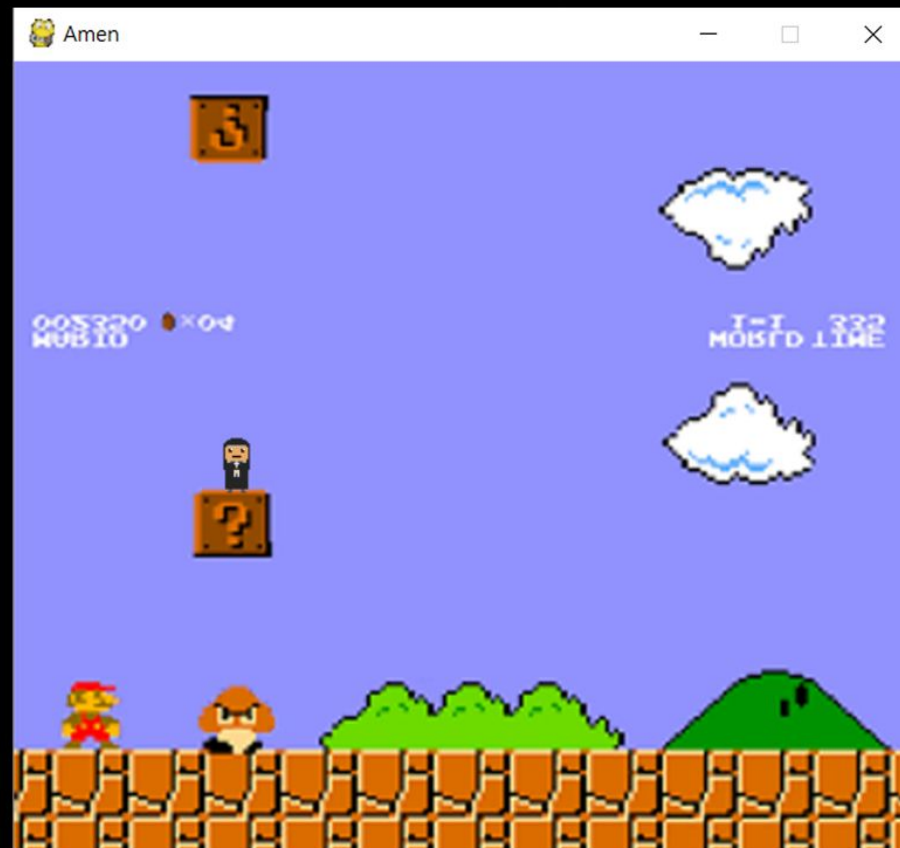
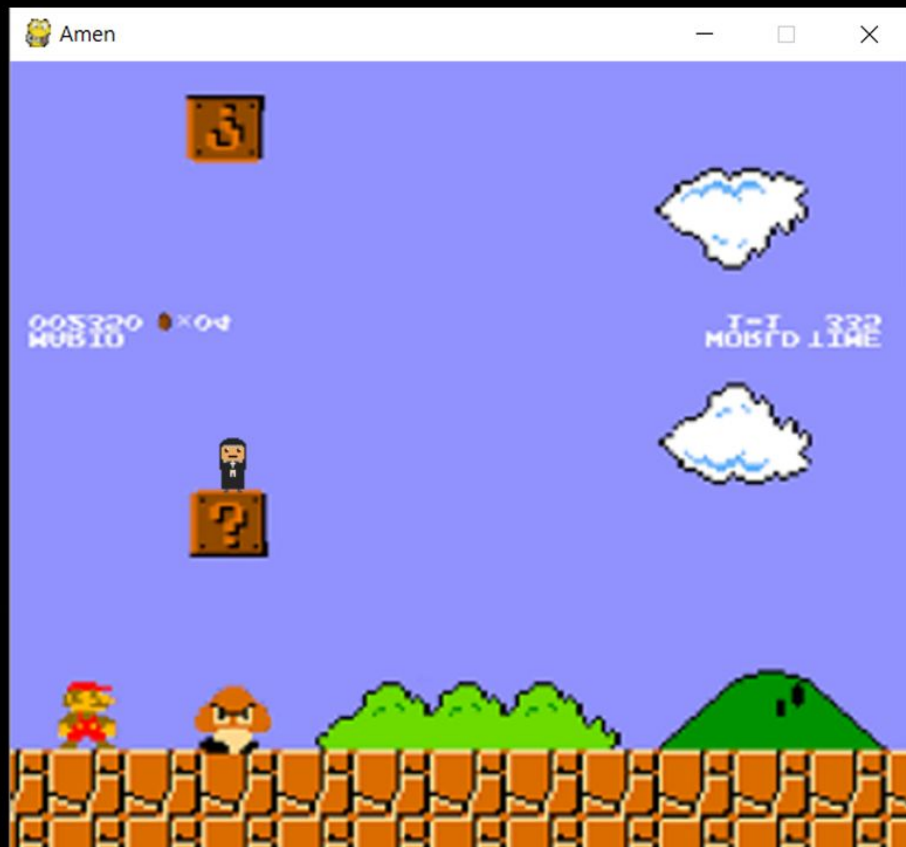
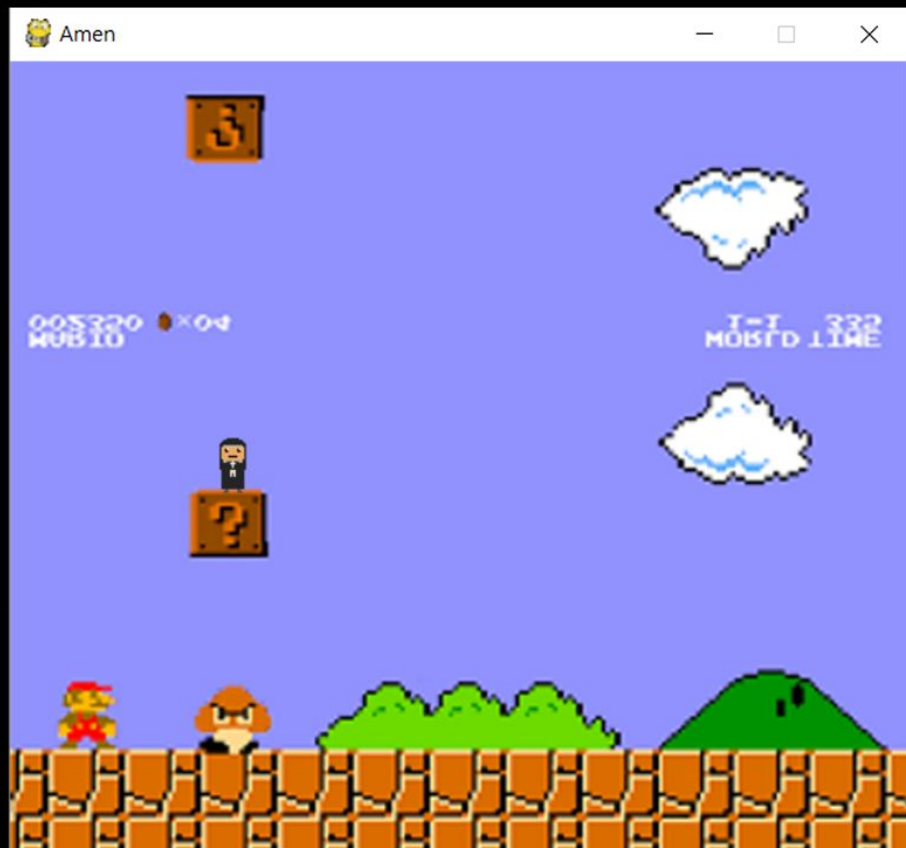


4조 파이썬 퍼즐게임 Amen

20183943 신서영
2018???? 류정하







```
File Edit Format Run Options Window Help
import pygame, sys

def moving():
    global y_change, x_change, x, y
    if event.type == pygame.KEYDOWN:
        if event.key == pygame.K_DOWN:
            y_change = y_change + 10
        if event.key == pygame.K_UP:
            y_change = y_change - 10
        if event.key == pygame.K_LEFT:
            x_change = x_change - 10
        if event.key == pygame.K_RIGHT:
            x_change = x_change + 10
    elif event.type == pygame.KEYUP:
        if event.key == pygame.K_UP or event.key == pygame.K_DOWN or #
            event.key == pygame.K_LEFT or event.key == pygame.K_RIGHT:
            x_change = 0
            y_change = 0
    x += x_change
    y += y_change

def nono():
    global x,y

    if x < 0:
        x = 0
    if x > 472:
        x = 472
    elif y < 0:
        y = 0
    elif y > 408:
        y = 408
```

```
color = (255,255,255)
wid,hei = 512,448

pygame.init()
screen = pygame.display.set_mode((wid,hei))
pygame.display.set_caption("Amen")

x_change,y_change = 0,0
x,y = 236,408

Amen = pygame.image.load("C:/Users/LG/Desktop/파이썬_던전/이미지/주인공 수녀 초인
bg = pygame.image.load("C:/Users/LG/Desktop/파이썬_던전/이미지/bgbg.png")
Amen = pygame.transform.scale(Amen,(40,40))
bg = pygame.transform.scale(bg,(512,448))

while True:
    for event in pygame.event.get():
        if event.type == pygame.QUIT:
            pygame.quit()
            sys.exit()
        moving()
        nono()

    pygame.display.update()
    screen.fill(color)
    screen.blit(bg,(0,0))
    screen.blit(Amen,(x,y))
```

Ln: 1 Col: 0

event.key를 이용한 방향 조정

```
def moving():  
    global y_change, x_change, x, y  
    if event.type == pygame.KEYDOWN:  
        if event.key == pygame.K_DOWN:  
            y_change = y_change + 10  
        if event.key == pygame.K_UP:  
            y_change = y_change - 10  
        if event.key == pygame.K_LEFT:  
            x_change = x_change - 10  
        if event.key == pygame.K_RIGHT:  
            x_change = x_change + 10  
    elif event.type == pygame.KEYUP:  
        if event.key == pygame.K_UP or event.key == pygame.K_DOWN or #  
           event.key == pygame.K_LEFT or event.key == pygame.K_RIGHT:  
            x_change = 0  
            y_change = 0  
    x += x_change  
    y += y_change
```

```
def nono():  
    global x,y  
  
    if x < 0:  
        x = 0  
    if x > 512:  
        x = 512  
    elif y < 0:  
        y = 0  
    elif y > 330:  
        y = 330
```

global변수를 사용한 위치 조정

```
def nono():
    global x,y

    if x < 0:
        x = 0
    if x > 512:
        x = 512
    elif y < 0:
        y = 0
    elif y > 330:
        y = 330
```

global변수를 사용한 위치 조정

```
color = (255,255,255)
wid,hei = 512,448
```

창크기조정

```
pygame.init()
screen = pygame.display.set_mode((wid,hei))
pygame.display.set_caption("Amen")
```

창 띄우기

```
x_change,y_change = 0,0
x,y = 236,330
```

플레이어 초기 위치


```
Amen = pygame.image.load("C:/Users/LG/Desktop/파이썬 던전/적용이미지/주인공 수녀")
bg = pygame.image.load("C:/Users/LG/Desktop/파이썬 던전/이미지/bgbg.png")
Amen = pygame.transform.scale(Amen, (30, 62))
bg = pygame.transform.scale(bg, (512, 448))

while True:
    for event in pygame.event.get():
        if event.type == pygame.QUIT:
            pygame.quit()
            sys.exit()
        moving()
        nono()

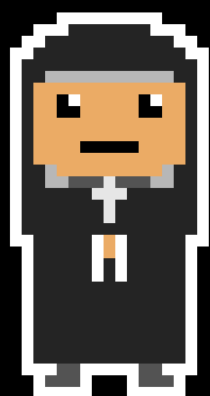
    pygame.display.update()
    screen.fill(color)
    screen.blit(bg, (0, 0))
    screen.blit(Amen, (x, y))
```

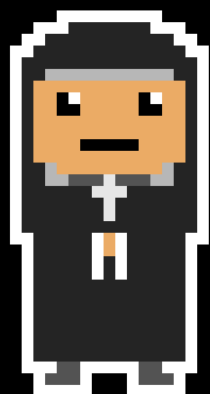
이미지 불러오기

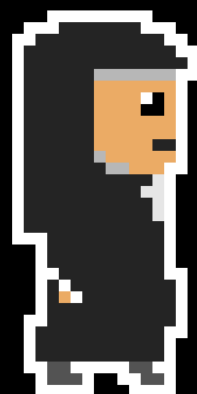
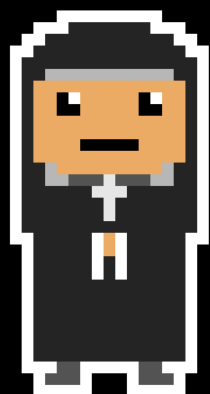
창 끄기

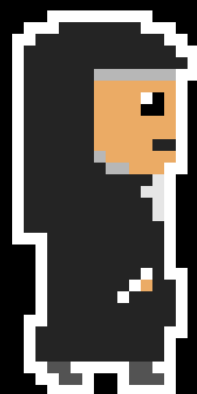
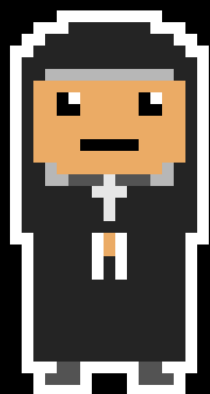
화면 갱신

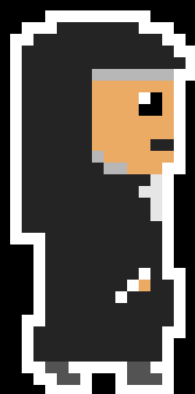
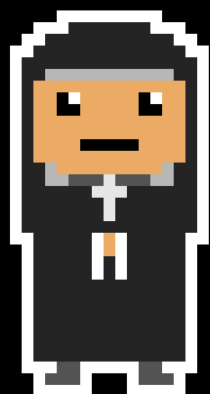
이미지로 배경 채우기

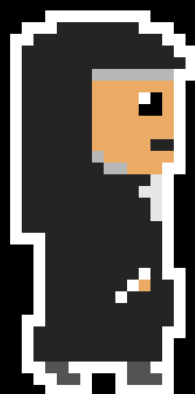
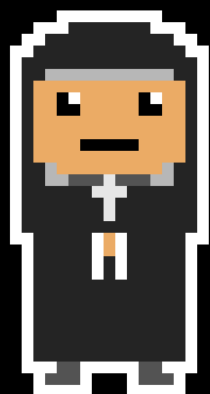












성당

성전

몬스터출몰지역

숲

화산

성당

— 몬스터출



끝

감사합니다.