










고려한 건 많았지만  
인트로부터 이동판까지 하나씩 하다보니

**완성까지 3시간!**





~~이거 때문에 3년을 미뤘구나? ;;;~~  
~~코드설명은 5분 초과할까봐 생략~~

← → ↻ [https://github.com/sople1/project\\_9.py/blob/master/project\\_9/core.py](https://github.com/sople1/project_9.py/blob/master/project_9/core.py)       



 **sople1** make it work dd4b24e on 5 Jul

1 contributor

144 lines (110 sloc) | 3 KB  [View File](#) [Raw](#) [Blame](#) [History](#)   

```
1  """
2  core for project 9
3
4  :author: Seongsu Yoon <sople1@snocey.net>
5  :license: CC0
6  """
7  from . import util, view
8
9
10 class Project9:
11     _size = {
12         'x': 9,
13         'y': 9
14     }
15     _pos = {
16         'x': 0,
17         'y': 0
18     }
19     _wall_touched = False
20
21     def __init__(self, size_x=9, size_y=9):
22         self.set_size(size_x, size_y)
23
24     def start(self):
25         """
26         Start screen when after __init__
27
28         :return: void
29         """
30         if self.run_intro():
31             continue_game = True
32             while continue_game:
33                 continue_game = self.run_board()
34
35     def run_intro(self):
36         """
37         show intro and wait until user's response
38     """
```