clock tick (100)

pygame. display update

teen

z10. drawl

z10 move()

10. SCREEN 110),0)

CE DOL

pygame. draw rect(screen, BORDER COLOR, (0, SP

ION SCREEN T

pygame. draw rect(screen, BORDER COLOR, (0, SP

SPACE UP),0

SPACE UP SCREEN SPACE

pygame. draw rect(scree

z10

# KEYUP事件处理

pygame. KEYUP

pygame

按键事件处理

if event type = pygame KEYDON

pygame. qu.

pygal

If event type

for event in pygame. event. geto

ain loop

z10= CLS gunship( actIc,40,100,84,30,3,4)#Z10对象初始化

actIc= pygame. image load( gunship. bm

#帧率定时器初始化

clock pygame. time. c

pygame. display set caption( RT GUNSHIP

screen= pygal. display. set mode(( SCREEN, SCREEN H))窗囗对象

nito

(0, currentNum self h, self. w, self.h))

self I, self.y),\

SCI

// self interval)% self. frameN

SPACE DOWN

SPACE DOWN

selp self. speedY= SPEEDY IAX

lif self. speedY SPEEDY AX

self. speedY =-SPEEDY AX

DY夏AX

ef moy

#动画计数器

self. interva1,self. frameNum= interva1, frameNum#动画速度与帧数

x,y,w,h#图片位置

class CLS gunship( object

G=0.5重力加速度

80),(80,80,80)

BG COLOR BORDER COLOR=(0

ACE DON =110. 540

# pygame窗囗大小

CREEN SCREEN H= 1000

1.0基础效果

pygame gunship