

# Sprite

(bullet,enemy,player,token)

## Attributes:

### rect

A pygame.Rect object that governs location

### image

A pygame.Surface object that is the image that the sprite will display.

## Methods:

### update(self)

this is called every frame, its usually used to move the rect object a tiny bit  
(via `self.rect.top/left/etc+=x` or `self.rect.move_ip(x,y)` )  
Avoid heavy computations or code thats CPU intensive here.

### \_\_init\_\_(self)

the default python object constructor, in this function you set `self.image` and `self.rect` to their respective objects, and do all the other setups