Sprite
(bullet,enemy,player,token)

Attributes:

self.rect
A pygame.Rect object that governs location

self.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