TypingGame

+spell_ok
+screen
+words
+game_block
+score
+total_score
+精灵组

__init__(self)
__create_sprite(self)
+start_game(self)
__event_handle(self)
__random_generate_word(self)
__check_spell_word(self)
__reset_word_sprite_color(self)
__draw_game_blood(self)
__bomb_action(self)
__game_over(self)

Bomb

+main_screen
+images
+index
+interval
+interval_index
+position
+visible

+set_pos(self, x, y)
+action(self)
+draw(self)

pygame.sprite.Sprite

__init__(self)
update(self)

GameSprite

+image
+rect
+speed

__init__(self,image,speed=0)

WordSprite

+word_text
+cn_comment
+word_font
+image
+rect
+y
+speed

__init__(self, word_text, cn_comment , speed)
+update(self, main_game)
+set_word_color(self, word_text, color, size)

BackGroundSprite

+imge
+rect

__init__(self,back_image)

InputSprite

+image
+rect

__init__(self,back_image)

ShowTextSprite

+imge
+rect

__init__(self, display_text)
+update(self, word_text)

ScoreSprite

+image
+rect

__init__(self, score)
+update(self, score)