Klassen diagramm	
Space Invaders	Ship
- player: ship	-image: Surface
- playergroup: Sprite Chroup	- image: Surface - iect: rect - speed: int
- explosion arrup: Sprite Goup	+ update (keys, args)
- bullet s. Sprite Group	
	Bullet
- Mystery Strip: mystery	- mage: Surface
- Onemy bullets: sprite group	- rect: rect
- all blocker: sprite-group	-speed int -direction: int
	L CASICE NOTE - 17
-time: int	Enemy
- Score: int	
- enomy position: int	-column: mt
	images: list
- make Newship: bool	images: list index:int
- Ship Alive: bool	ittoggle_image()
- Mainscreen: 600	+ update (args)
	It load_images ()
-Start game: bool	
- gameover: bool	
+ (eset (sore:in+)	
+ make_enemies()	
+ Make_enemis_shoot()	
+ calculate_score (rou:int):int	
+ (heck_input()	
+ (reate-new ship (create ship: bool)	
+ create_game_over (current Time: int)	
+ Show_introduction()	
+ main()	