

GAME OBJECTS

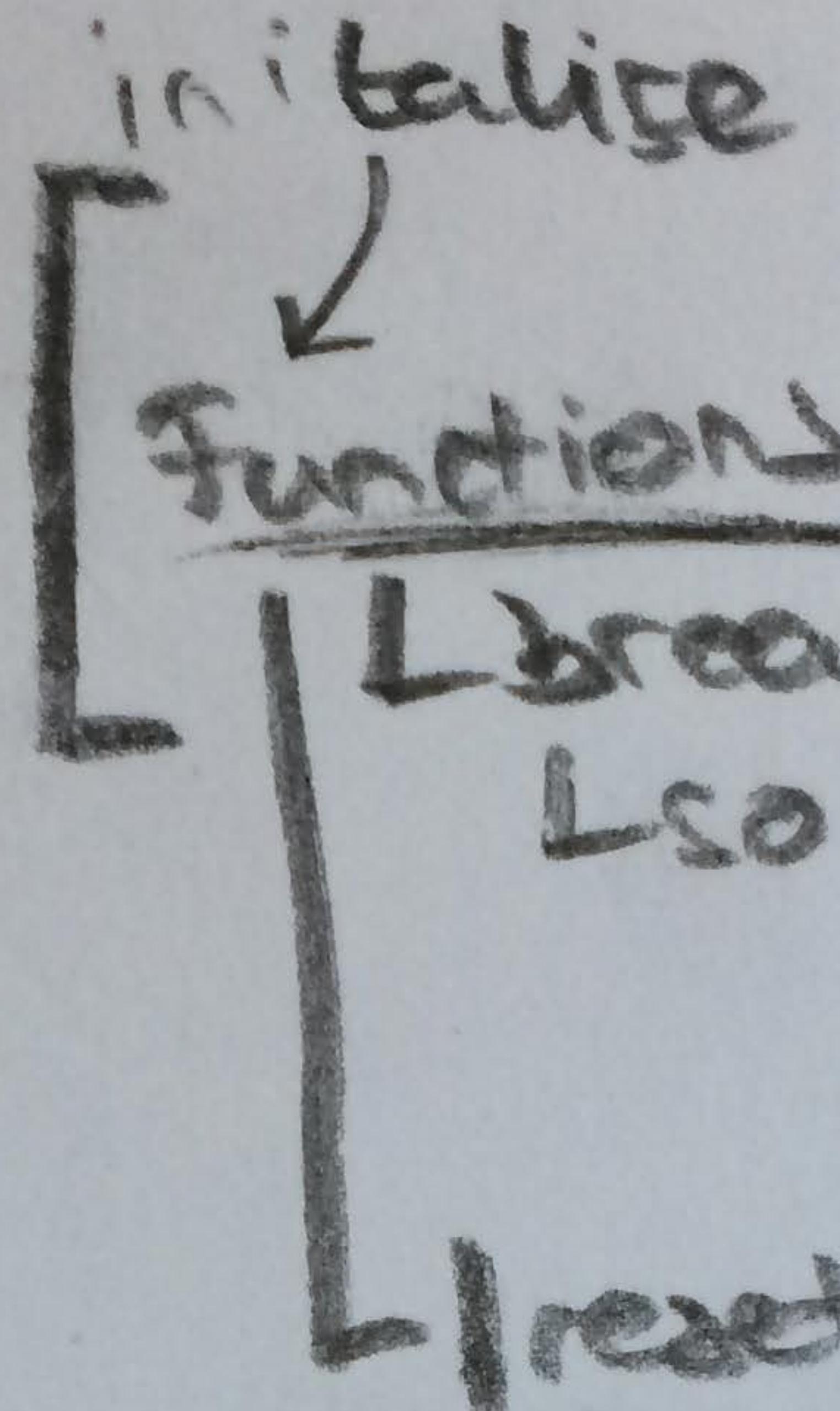
Sprite = x_{pos} | charge?
 \ y_{pos}

int number of tires selected

bool
is object selected?

bool
visibility

bool
is object being fired?



Look at space invader
protect
for reference