

TypingGame
<ul style="list-style-type: none"> + spell_ok : bool + game_pasue_flag : bool + game_over_flag : bool + game_quit_flag : bool + game_total_blood : int + words: list + game_conf : GameConfig + game_default_voice : int + use_time : int + total_score : int + word_content : str + backspace_count : int + animates : list + game_blood : int + game_clock + screen + sprites + sprite_group
<ul style="list-style-type: none"> - __init__(self) + game_init() + set_game_event() + start_game() - __create_sprite() - __game_over_sprite() - __update_sprite() - __event_handle() - __is_on_set() - __delete_words() - __random_generate_word() - __game_over() - __check_spell_word() - __draw_game_blood() - __drop_blood() - __animate_action() - __reset_game()

GameConfig
<ul style="list-style-type: none"> + GAME_INFO : str + GAME_STYLE : str + GAME_SCORE : str + config_file_path : str - __instance + author : str + game_name : str + version : str + e_mail : str + frame_pre_sec : int + word_size : int + word_normal_color : str + spell_ok_color : str + game_level : int + game_init_blood : int + history_score_dict : dict + conf_parser
<ul style="list-style-type: none"> - __init__(self) - __parser_config() + set_word_size() + set_game_level() + set_game_init_blood() + set_word_normal_color() + set_spell_ok_color() + set_highest_score()

Animation
<ul style="list-style-type: none"> + main_screen + images : list + index : int + interval : int + interval_index : int + position : list + visible : bool
<ul style="list-style-type: none"> - __init__(screen) + set_pos() + action() + draw()

