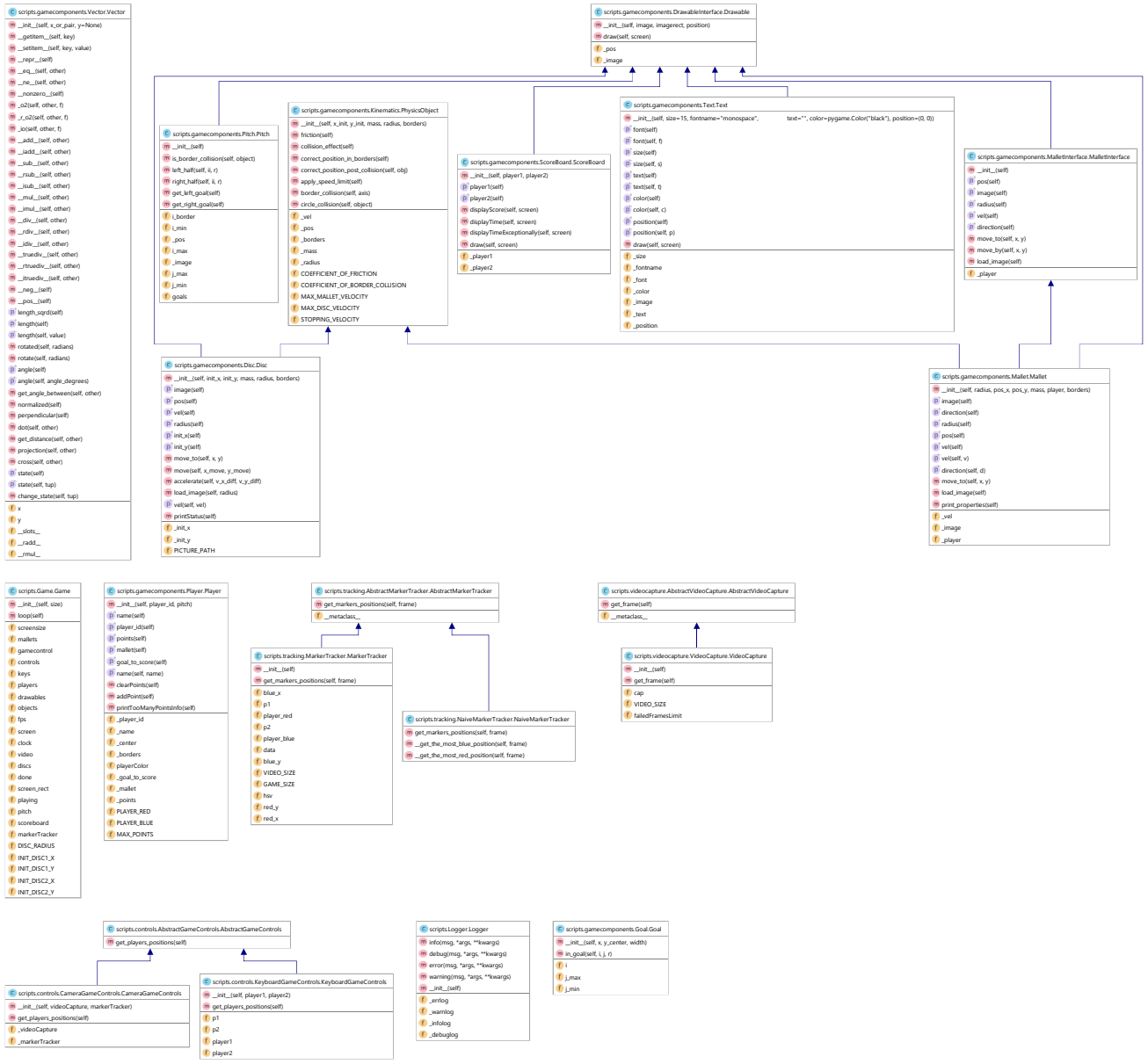
scripts.gamecomponents.Vector.Vector
__init__(self, x_or_pair, y=None)
__getitem__(self, key)
__setitem__(self, key, value)
__repr__(self)
__eq__(self, other)
__ne__(self, other)
__nonzero__(self)
_o2(self, other, f)
_r_o2(self, other, f)
_io(self, other, f)
__add__(self, other)
__iadd__(self, other)
__sub__(self, other)
__rsub__(self, other)
__isub__(self, other)
__mul__(self, other)
__imul__(self, other)
__div__(self, other)
__rdiv__(self, other)
__idiv__(self, other)
__truediv__(self, other)
__rtruediv__(self, other)
__itruediv__(self, other)
__neg__(self)
__pos__(self)
length_sqrd(self)
length(self)
length(self, value)
rotated(self, radians)
rotate(self, radians)
angle(self)
angle(self, angle_degrees)
get_angle_between(self, other)
normalized(self)
perpendicular(self)
dot(self, other)
get_distance(self, other)
projection(self, other)
cross(self, other)
state(self)
state(self, tup)
change_state(self, tup)
x
y
__slots__
__radd__
__rmul__
scripts.gamecomponents.DrawableInterface.Drawable
__init__(self, image, imagerect, position)
draw(self, screen)
_pos
_image
scripts.gamecomponents.Pitch.Pitch
__init__(self)
is_border_collision(self, object)
left_half(self, ii, r)
right_half(self, ii, r)
get_left_goal(self)
get_right_goal(self)
l_border
l_min
_pos
l_max
_image
j_max
j_min
goals
scripts.gamecomponents.Kinematics.PhysicsObject
__init__(self, x_init, y_init, mass, radius, borders)
friction(self)
collision_effect(self)
correct_position_in_borders(self)
correct_position_post_collision(self, obj)
apply_speed_limit(self)
border_collision(self, axis)
circle_collision(self, object)
_vel
_pos
_borders
_mass
_radius
COEFFICIENT_OF_FRICTION
COEFFICIENT_OF_BORDER_COLLISION
MAX_MALLET_VELOCITY
MAX_DISC_VELOCITY
STOPPING_VELOCITY
scripts.gamecomponents.ScoreBoard.ScoreBoard
__init__(self, player1, player2)
player1(self)
player2(self)
displayScore(self, screen)
displayTime(self, screen)
displayTimeExceptionally(self, screen)
draw(self, screen)
_player1
_player2
scripts.gamecomponents.Text.Text
__init__(self, size=15, fontname="monospace", text="", color=pygame.Color("black"), position=(0, 0))
font(self)
font(self, f)
size(self)
size(self, s)
text(self)
text(self, t)
color(self)
color(self, c)
position(self)
position(self, p)
draw(self, screen)
_size
_fontname
_font
_color
_image
_text
_position
scripts.gamecomponents.MalletInterface.MalletInterface
__init__(self)
pos(self)
image(self)
radius(self)
vel(self)
direction(self)
move_to(self, x, y)
move_by(self, x, y)
load_image(self)
_player
scripts.gamecomponents.Disc.Disc
__init__(self, init_x, init_y, mass, radius, borders)
image(self)
pos(self)
vel(self)
radius(self)
init_x(self)
init_y(self)
move_to(self, x, y)
move(self, x_move, y_move)
accelerate(self, v_x_diff, v_y_diff)
load_image(self, radius)
vel(self, vel)
printStatus(self)
_init_x
_init_y
PICTURE_PATH
scripts.gamecomponents.Mallet.Mallet
__init__(self, radius, pos_x, pos_y, mass, player, borders)
image(self)
direction(self)
radius(self)
pos(self)
vel(self)
vel(self, v)
direction(self, d)
move_to(self, x, y)
load_image(self)
print_properties(self)
_vel
_image
_player
scripts.Game.Game
__init__(self, size)
loop(self)
screensize
mallets
gamecontrol
controls
keys
players
drawables
objects
fps
screen
clock
video
discs
done
screen_rect
playing
pitch
scoreboard
markerTracker
DISC_RADIUS
INIT_DISC1_X
INIT_DISC1_Y
INIT_DISC2_X
INIT_DISC2_Y
scripts.gamecomponents.Player.Player
__init__(self, player_id, pitch)
name(self)
player_id(self)
points(self)
mallet(self)
goal_to_score(self)
name(self, name)
clearPoints(self)
addPoint(self)
printTooManyPointsInfo(self)
_player_id
_name
_center
_borders
playerColor
_goal_to_score
_mallet
_points
PLAYER_RED
PLAYER_BLUE
MAX_POINTS
scripts.tracking.AbstractMarkerTracker.AbstractMarkerTracker
get_markers_positions(self, frame)
__metaclass__
scripts.tracking.MarkerTracker.MarkerTracker
__init__(self)
get_markers_positions(self, frame)
blue_x
p1
player_red
p2
player_blue
data
blue_y
VIDEO_SIZE
GAME_SIZE
hsv
red_y
red_x
scripts.tracking.NaiveMarkerTracker.NaiveMarkerTracker
get_markers_positions(self, frame)
__get_the_most_blue_position(self, frame)
__get_the_most_red_position(self, frame)
scripts.videocapture.AbstractVideoCapture.AbstractVideoCapture
get_frame(self)
__metaclass__
scripts.videocapture.VideoCapture.VideoCapture
__init__(self)
get_frame(self)
cap
VIDEO_SIZE
faledFramesLimit
scripts.controls.AbstractGameControls.AbstractGameControls
get_players_positions(self)
scripts.controls.CameraGameControls.CameraGameControls
__init__(self, videoCapture, markerTracker)
get_players_positions(self)
_videoCapture
_markerTracker
scripts.controls.KeyboardGameControls.KeyboardGameControls
__init__(self, player1, player2)
get_players_positions(self)
p1
p2
player1
player2
scripts.Logger.Logger
info(msg, *args, **kwargs)
debug(msg, *args, **kwargs)
error(msg, *args, **kwargs)
warning(msg, *args, **kwargs)
__init__(self)
_errlog
_warnlog
_infolog
_debuglog
scripts.gamecomponents.Goal.Goal
__init__(self, x, y_center, width)
in_goal(self, i, j, r)
i
j_max
j_min