

+ rifle: Rifle() + score: int + bullets: Bullet(): list + targets: Standard/Strong/Safe Target(): list
+init(self, width, height) + on_draw(self) + draw_score(self) + update(self, delta_time) + create_target(self) + check_collisions(self)

Standard Target	Strong larget	Safe larget
+ radius: int + velocity.dx: int + velocity.dy: int + texture: str +init(self) + hit(self): int	+ radius: int + velocity.dx: int + velocity.dy: int + count: int + texture: str +init(self) + hit(self): int	+ radius: int + velocity.dx: int + velocity.dy: int + texture: str +init(self) + hit(self): int

+ cleanup_zombies(self)
+ check_off_screen(self)
+ on_mouse_motion(self, x/ y/ dx/ dy: float)
+ on_mouse_press(self, x/ y: float, button/ modifiers: int)
+ _get_angle_degrees(self, x, y)