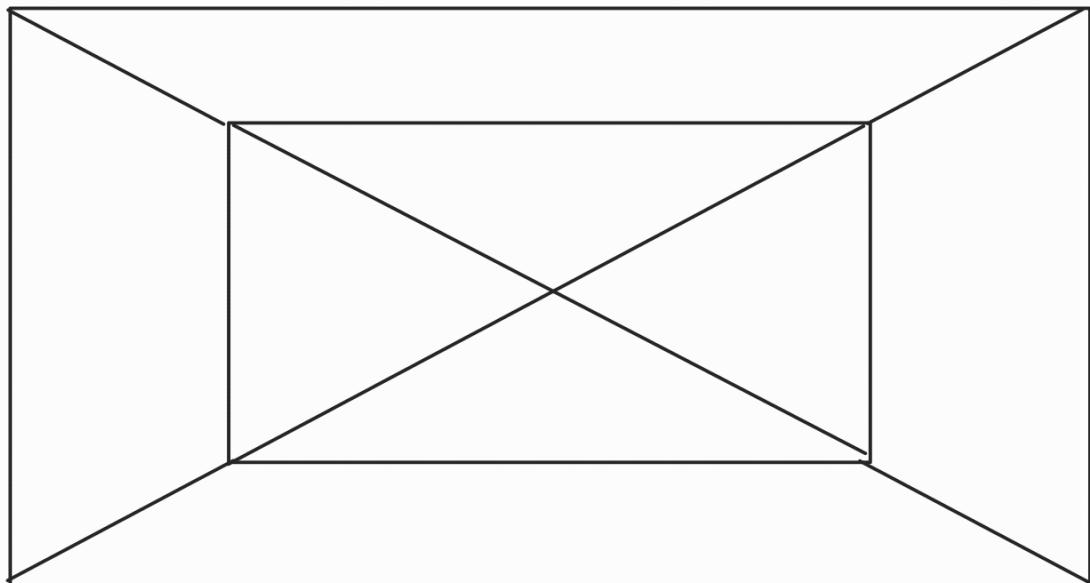


Brick Breacker

Interfaz:



Canvas:

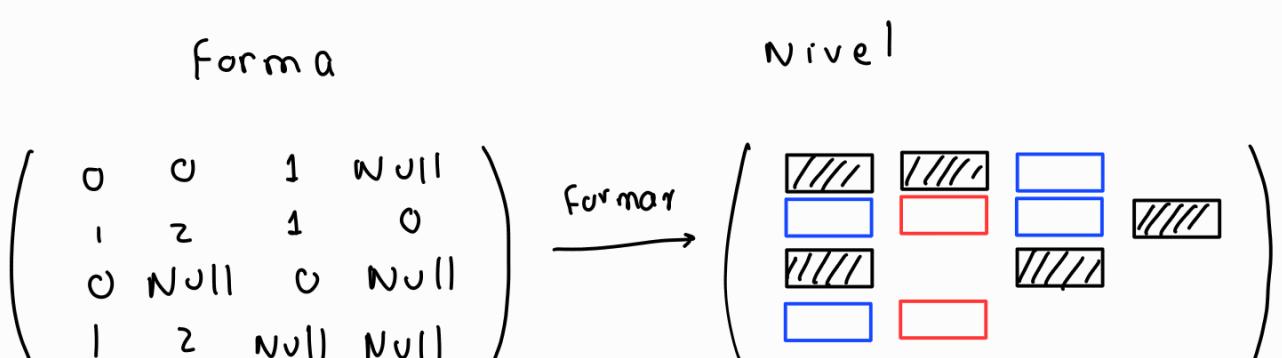


Clases (base, plat, pel)

base (forma = [])

Atributos: forma , Nivel

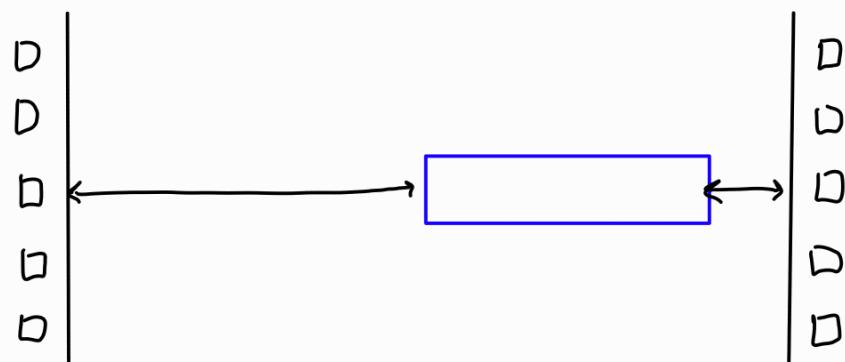
Métodos: formar(), Vaciar(), levelar



plat(x, y)

Atributos: x, y

Métodos: colision_l(), revelar



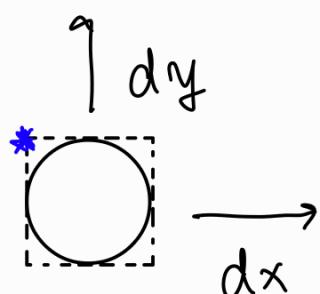
pel(x, y)

Atributos: x, y

Métodos: Movimiento(), colisiones(tablero),

colision_p(paddle), revelar(tablero)

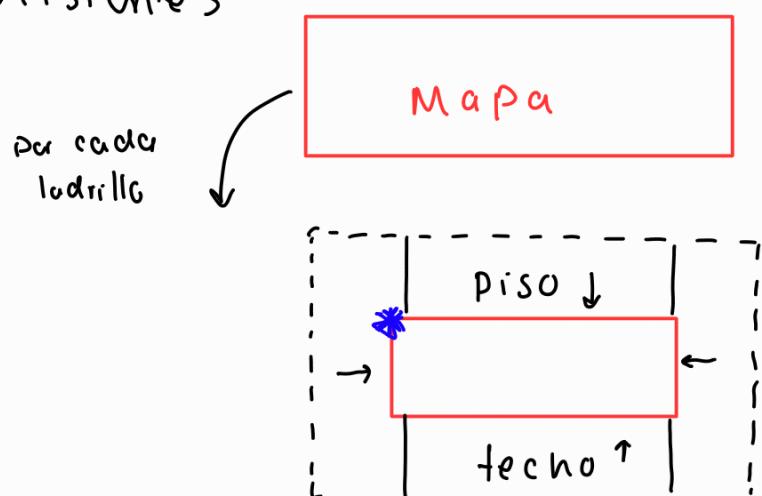
• Movimiento



• colision_p



• colisiones



Niveles

