MySprite

+ WIDTH: int

+ HEIGHT: int

+ X: int

+ Y: int

+ COLOR: tuple(int, int, int)

+ DIM: tuple(WIDTH, HEIGHT)

+ POS: tuple(X, Y)

+ SPEED: int

+ SURFACE: pygame.Surface

+ DIR_X: int

+ DIR_Y: int

+ LIVES_REMAINING: int

+ __init__(WIDTH, HEIGHT, X, Y, SPEED, COLOR)

+ setX(X)

+ setY(Y)

+ setPOS(X, Y)

+ setColor(TUPLE)

+ WASDmove(KEY_PRESSES)

+ ADmove(KEY_PRESSES, MIN_X, MAX_X)

+ loseLife()

+ setSpeed(SPEED)

+ setXDIR(X_DIRECTION)

+ setYDIR(Y_DIRECTION)

+ bounceWindow()

+ getSurface(): pygame.Surface

+ getPOS(): tuple(int, int)

+ getX(): int

+ getY(): int

+ getSpeed(): int

+ getWidth(): int

+ getHeight(): int

+ getXDIR(): int

+ getYDIR(): int

+ isCollision(pygame.Surface, tuple(int, int)): bool

+ getLivesRemaining: int

Box

+ WIDTH: int

+ HEIGHT: int

+ SURFACE: pygame.Surface

+ setColor(tuple(int, int, int))

Window

+ TITLE: str

+ WIDTH: int

+ HEIGHT: int

+ FPS: int

+ SCREEN_DIMENSIONS: tuple(WIDTH, HEIGHT)

+ CLOCK: pygame.time.Clock()

+ SURFACE: pygame.Surface

+ __init__(TITLE, WIDTH, HEIGHT, FPS)

+ updateFrame()

+ clearScreen()

+ getSurface(): pygame.Surface

+ getWidth(): int

+ getHeight(): int

Text

+ TEXT_CONTENT: str

+ FONT: str

+ COLOR_TUPLE: tuple(int, int, int)

+ SURFACE: pygame.Surface

+ SIZE: int

+ POS: tuple(int, int)

+ __init__(TEXT)

+ setTextSize(SIZE)

+ setTextFont(FONT)

+ setTextColor(TUPLE)

+ pulseTextColor(COLOR, DIRECTION)

+ setPOS(X, Y)

+ getSurface): pygame.Surface

+ getFont(): str

+ getWidth(): int

+ getHeight(): int

+ getPOS(): tuple(int, int)