[1,1]

© classes.Game.Game

- Ⓜ __init__(self)
- Ⓜ load_data(self)
- Ⓜ newmob(self)
- Ⓜ play_background_music(self, loop=-1, volume=0.5)
- Ⓜ play_intro_music(self)
- Ⓜ new(self, player_lives=None, player_score=None, player_shield=None)
- Ⓜ run(self)
- Ⓜ update(self)
- Ⓜ events(self)
- Ⓜ draw(self)
- Ⓜ wait_for_key(self)
- Ⓜ show_go_screen(self)
- Ⓜ show_winner_screen(self)
- Ⓜ draw_text(self, text, size, color, x, y)
- Ⓜ draw_shield_bar(self, x, y, percent)
- Ⓜ draw_game_winning_bar(self, x, y, percent)
- Ⓜ draw_lives(self, x, y, lives, image)
- Ⓜ load_game_from_file(self, filename)
- Ⓜ save_game_data(self, filename, g_data)
- Ⓜ show_input_name(self, font_size=None)
- Ⓜ show_input_filename(self, font_size=None)
- Ⓜ get_game_data(self)
- Ⓜ update_list_save_data(self)
- Ⓜ get_player_stat(self, filename)

- Ⓕ mobs
- Ⓕ player_mini_img
- Ⓕ expl_sounds
- Ⓕ screen
- Ⓕ file_data
- Ⓕ font_name
- Ⓕ running
- Ⓕ score
- Ⓕ background_rect
- Ⓕ player_name
- Ⓕ game_load_menu
- Ⓕ powerup_gun_sound
- Ⓕ player
- Ⓕ bullets
- Ⓕ main_menu
- Ⓕ winning
- Ⓕ pause_menu
- Ⓕ all_sprites
- Ⓕ file_name
- Ⓕ clock
- Ⓕ player_die_sound
- Ⓕ player_hit_sound
- Ⓕ pause
- Ⓕ current_menu
- Ⓕ winning_bar
- Ⓕ background
- Ⓕ shoot_sound
- Ⓕ powerup_shield_sound
- Ⓕ playing
- Ⓕ list_save_data
- Ⓕ powerups