c enemy.Mob.Mob

- **m** __init__(self)
- **m** rotate(self)
- **m** update(self)
- **m** load_image(self)

- **f** image
- **f** rect
- **f** speedy
- **f** speedx
- **f** rot
- **f** last_update
- **f** image_orig
- **f** rot_speed
- **f** meteor_images
- **f** radius
- **f** meteor_list