c player.Player.Player

- m __init__(self, game)
- m update(self)
- m powerup(self)
- m shoot(self)
- m hide(self)

- f image
- f shield
- f game
- f shoot_delay
- f lives
- f hidden
- f speedx
- f power_time
- f rect
- f last_shoot
- f hidden_time
- f power
- f radius
- f group