

**1. april 2019**

Inneholder 4 sider, inkludert forside.

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# 1 Introduksjon

```
1         @timer
2         def point_assigner_loss(self, group, player_sprites):
3             """
4             Assigns loss points to the player if collision/ or killed by enemy bullets
5             and then respawn them.
6             """
7             # Grab playersprite
8             if group != {}:
9                 for player in group:
10                     player.reset()
11                     player_sprites.add(player)
```

## **2 Appendix**

## **3 Referanser**