

Ball

x: position
y: position
radius: radius of ball
velx: velocity x
vely: velocity y

move(self, time_passed)
check_wall_collisions(self):
check_platform_collision(self,
platform)
draw(self)

Platform

x: position
y: position
height: height of platform
width: width of platform

move(self, time_passed)
draw(self)

Bricks

x: position
y: position
height: height of platform
width: width of platform
health: amount of hits before break

@classmethod
hit_detection(self, x, y, r, bricks)
@classmethod
update_bricks(self, Ball)
@classmethod
initiate_bricks(self, rows)
draw(self)