

- x: position
- y: position
- height o width
- o health
- hit_detection()
- initiate_bricks()
 - draw()

C) Platform

- x: position
- y: position
- move()
- draw()

Ball

- o x: position
- y: position
- radius
- o velx: velocity
- o vely: velocity
- move()
- check_wall_collision()
- check_platform_collision()
- draw()



Game

- fps_check()
- gameloop()