Player

- position: tuple
- screen_width: int
- speed: int

+ __init__(position, screen_width, speed)
+update()
+draw(tela)

Enemy

- type: str
- position: tuple

+__init__(type, x, y)
+update(direction)

Boss

- direction: str
- screen_width: int

+__init__(direction, screen_width)
+update()

Shoot

- position: tuple
- speed: int
- screen_height: int

+__init__(position, speed, screen_height)
+update()

Game

- pygame: Module
- sys: Module
- player: GroupSingle
- lives: int
- live_surf: Surface
- live_x_start_pos: int
- enemys: Group
- enemy_shoots: Group
- enemy_direction: int
- boss: GroupSingle
- boss_spawn_time: int

+__init__()
+enemy_setup(rows, cols, distance_x, distance_y, offset_x, offset_y)
+enemy_setup_check()
+enemy_move_down(distance)
+enemy_shoot()
+boss_timer()
+collision()
+display_lives()
+victory_message()
+run()

Player

- image: Surface
- rect: Rect
- speed: int
- max_x_constraint: int
- ready: bool
- shoot_time: int
- shoot_cooldown: int
- shoots: pygame.sprite.Group

+__init__(pos, constraint, speed)

+get_input()

+recarregar()

+constraint()

+shoot()

+update()

Shoot

- image: Surface

- rect: Rect

- speed: int

- height_y_constraint: int

+__init__(pos, speed, screen_height)

+destroy()

+update()

Shoot

- image: Surface
- rect: Rect
- speed: int
- height_y_constraint: int

+__init__(pos, speed, screen_height)
+destroy()
+update()

Player

- image: Surface
- rect: Rect
- speed: int
- max_x_constraint: int
- ready: bool
- shoot_time: int
- shoot_cooldown: int
- shoots: pygame.sprite.Group

+__init__(pos, constraint, speed)
+get_input()
+recarregar()
+constraint()
+shoot()
+update()

Enemy

- image: Surface
- rect: Rect

+__init__(type, x, y)
+update(direction)

Boss

- image: Surface
- rect: Rect
- speed: int

+__init__(side, screen_width)
+update()