Bullet. Game Player \_image: Surface x: float player: Player \_ image: Surface \_ x: float y: float Boss enemies: list[Enemy] \_change\_y: float bullets: list[Bullet] \_ y: float \_ image: Surface \_state: str explosions: list[Explosion] \_change\_x: float owner: str \_x: float score: int \_change\_y: float \_ y: float font: Font \_ change\_x: float \_ health: int game\_over\_font: Font + \_\_init\_\_(x, y, owner) win\_font: Font + draw() \_ max\_health: int \_enemy\_fire\_interval: int + \_\_init\_\_() + move() \_last\_enemy\_fire\_time: + draw() \_ game\_over\_flag: bool + move() + \_\_init\_\_() + draw() + move() + \_\_init\_\_() + show\_score(x,y) + take\_damage() + draw\_health\_bar() Enemy + game\_over() + fire\_bullets(game) Explosion + you\_won() \_image: Surface x: float \_ image: Surface is\_collision(x1,y1,x2,y2,distance\_thresh \_y: float \_ x: float --> bool \_ change\_x: float \_ y: float \_ duration: int \_change\_y: float + fire\_bullet (x,y,owner) + update\_bullets() --> bool + update\_explosions() + run() + \_\_init\_\_() + draw() + move()