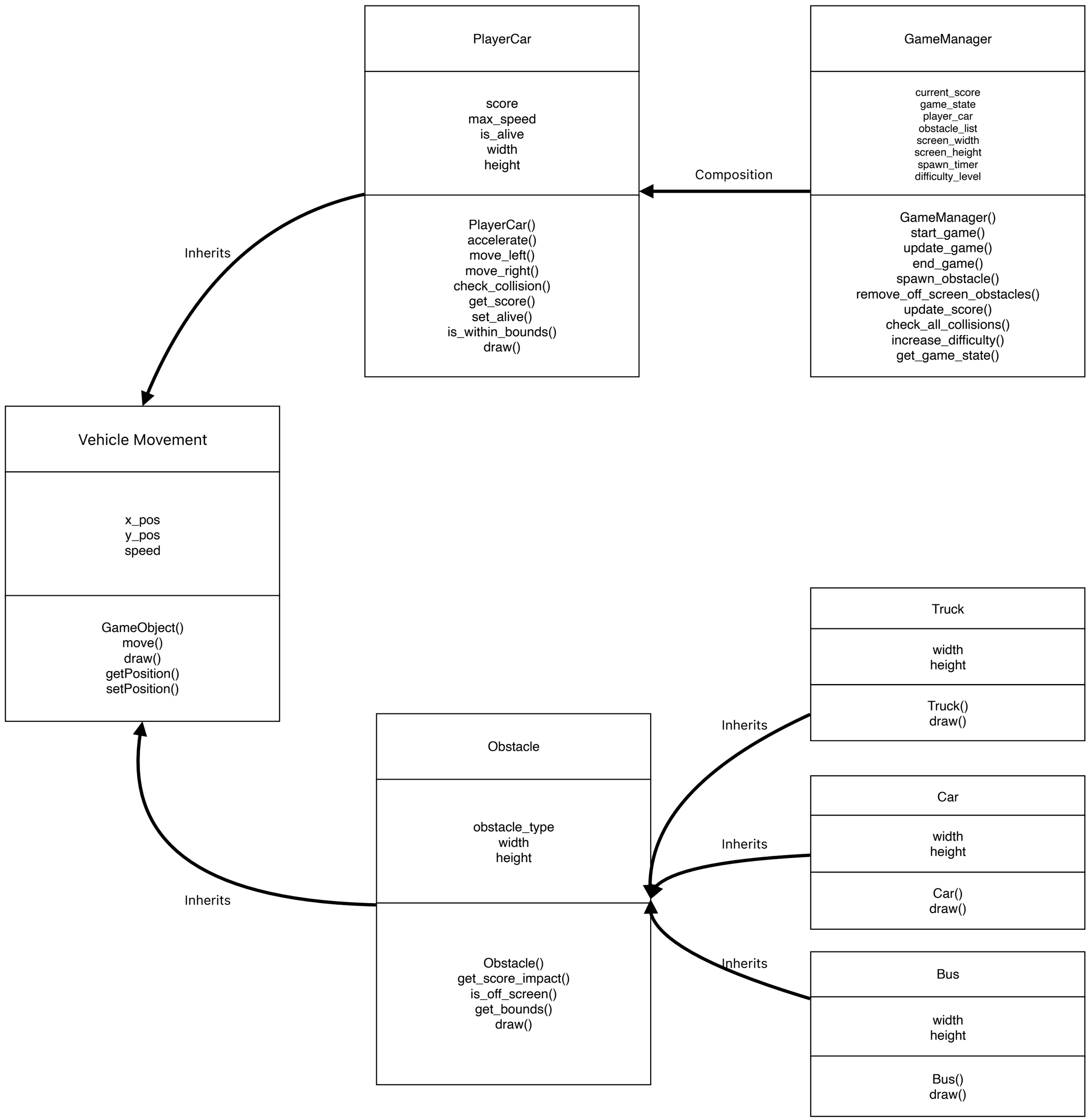
UML Diagram


PlayerCar
score
max_speed
is_alive
width
height
PlayerCar()
accelerate()
move_left()
move_right()
check_collision()
get_score()
set_alive()
is_within_bounds()
draw()
GameManager
current_score
game_state
player_car
obstacle_list
screen_width
screen_height
spawn_timer
difficulty_level
GameManager()
start_game()
update_game()
end_game()
spawn_obstacle()
remove_off_screen_obstacles()
update_score()
check_all_collisions()
increase_difficulty()
get_game_state()
Composition
Inherits
Vehicle Movement
x_pos
y_pos
speed
GameObject()
move()
draw()
getPosition()
setPosition()
Obstacle
obstacle_type
width
height
Obstacle()
get_score_impact()
is_off_screen()
get_bounds()
draw()
Inherits
Truck
width
height
Truck()
draw()
Car
width
height
Car()
draw()
Bus
width
height
Bus()
draw()
Inherits
Inherits
Inherits