Sprite

- size: (x:int, y:int)
- col_rect: Rect
- mask: Mask
- sounds: list[Sound]
- curr_surf: Surf
- list_surf: list[Surf]
- idx_ani: (live: int, dead:int)
- delay_ani: (live: int, dead:int)
- dead: bool
- speed: int

- update ( )
- draw ( )
- move ( )
- explode ( )
- live_animation ( )
- dead_animation ( )

Pygame

Game

- score: int
- hi_score: int
- running: bool
- sprites: dict['key': Group]

- menu ( )
- new_game ( )
- load_game ( )
- save_game ( )
- game_over ( )
- main_loop ()
- check_events ( )
- check_collision ( )
- populate ( )
- draw_background ( )
- print_text ( )
- open_editor ( )
- exit ( )

Settings

- disp_size: (x:int, y:int)
- window: Surface
- fps: int
- clock: Clock
- fullscreen: bool
- COLOR_TEXT: (R, G, B)

- load_resources ( )
- get_sub_surfs ( )

Enemy

- delay_spawn: int

- update( )

Player

- teclas: dict['key': bool]
- jets: Group[Jet]
- rockets: Group[Rocket]
- counter

- update ( )
- new_rocket ( )

Asteroid

- counter

- update( )
- explode ( )

Mob

- counter
- rockets: Group[Rocket]

- update ( )
- explode ( )
- move ( )
- new_rocket ( )

Editor

- tile_map: Group

- draw_pallete ( )
- pick ( )
- drop ( )
- save_level ( )
- test_level ( )
- exit_level_mode ( )

Jet

- counter

- update ( )

Rocket

- counter

- update( )
- shoot ( )
- move ( )

Rocket

- counter

- update( )
- shoot ( )
- move ( )