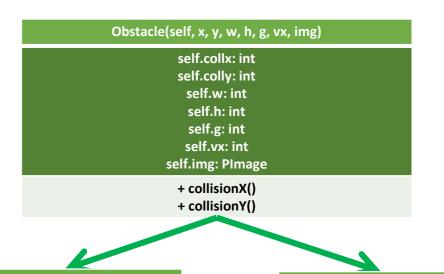
```
Game(self, w, h, g, font, music)
         self.w: int
                                      self.bg music: Minim
         self.h: int
                                    self.death voice: Minim
         self.g: int
                                        self.started: Bool
        self.leo: Leo
                                       self.scorecheck: int
self.building image: Pimage
                                    self.background_images:
self.buildings: list[Building]
                                           list[Pimage]
    self.ground: Ground
                                        self.bg x: list[int]
       self.font: Pfont
                                   self.bg_music_mute: Bool
       self.score: int
                                         self.music_playing:
     self.oldframe: int
                                             Pimage
       self.flipped: int
                                    self.music mute: PImage
                          + display()
                       + get5buildings()
                       + getBuildings()
                   Leo(self, x, y, r, vy, g, img)
                 self.x: int
                                   self.img: Pimage
                 self.y: int
                                  self.gravacc: float
                 self.r: int
                                      self.rise: int
                self.vy: int
                                    self.alive: Bool
                                    self.vmult: float
                 self.g: int
                           + update()
                           + gravity()
                             + flap()
                           + display()
```



Building(Obstacle, x, w, g, space, vx, img, building\_image)

super().\_\_init\_\_()
self.x: int
self.y: int
self.space: int
self.w: int

+ display()

+ update()

collisionX()
collisionY()

self.space: int
self.w: int
collisionY()
self.building\_image: Pimage
self.building\_image2: PImage

Ground(Obstacle, w, h, g)

super(). init ()

self.groundimg: Pimage

+ display()