Game Folder

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| Collection |
| \_game\_objects: dict |
| add\_go(group, go)  remove\_go(group, go)  get\_gos(group)  get\_all\_gos()  get\_first\_go() |

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| GameObject |
| \_font\_size: int  \_color: str  \_position: Point  \_velocity Point |
| get\_font\_size()  get\_color()  get\_position()  get\_velocity()  move\_next()  set\_font\_size()  set\_color()  set\_position()  set\_velocity()  distance() |

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| FallingObject(GameObject ) |
| \_points: int |
| get\_points()  set\_points() |

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| Director(keyboard\_service, video\_service, collection) |
| \_keyboard\_service  \_video\_service  \_floor  \_collection  \_points |
| start\_game()  \_get\_inputs()  \_do\_updates()  \_do\_outputs() |

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