Class diagram.

Agent
- ai
- avatar : NoneType
- batch : NoneType
- guises : NoneType
- position : NoneType
- rotation : NoneType
- scale : int
- size
- t : int
- visible : bool
- hide()
- show()
- swap_ai()
- update()
- update_ai()
- update_avatar()

Spin
- avatar_state : dict, NoneType
- lifetime : float
- neighbors : list
- spin : bool
- flip()
- link_neighbor()
- neighbor_sum()
- unlink_neighbor()
- update_avatar()

AI
- agent
- lifetime
- t
- remove()
- update()
- update_position()

PhysicalAgent
- angular_velocity
- position
- rotation
- speed
- velocity

Worm
- angular_velocity
- avatar
- butterfly_speed
- color : tuple
- lifecycle : set
- lifetime
- lifetime_noise : int
- lifetimes
- rotation
- state : str
- velocity
- evolve()

Avatar
- batch
- coordinate
- state : NoneType, bool
- state_dict
- tex_dict : NoneType
- vertex_lists : list
- hide()
- show()

Level
- avatar
- coordinate
- json : dict
- json_name
- layer_types : dict
- layers : list
- position
- tex_grids : list
- tex_info : dict
- texture_groups : list
- center()
- initialize_tex_info()
- load_json()
- make_layers()
- make_objectgroup()
- make_tilelayer()
- pre_calc_tile_vertices()
- update_avatar()

GameOfLife
- agent
- last_flip_t
- lifetime : int
- decide()
- update()

PhysicalAI
- update_position()

Window
- TICKS_PER_SEC : int
- engine
- exclusive : bool
- position
- rotation
- on_draw()
- on_key_press()
- on_key_release()
- on_mouse_motion()
- on_mouse_press()
- run()
- set_3d()
- set_clear_color()
- set_exclusive_mouse()
- setup()
- update()

Engine
- agents_update : bool
- batch : Batch
- go : bool
- levels : list
- player
- t : int
- timing_fcn
- top_world
- window : NoneType
- world_mesh : dict
- draw()
- on_key_press()
- on_key_release()
- on_mouse_motion()
- show_levels()
- update()

Avatar2D
- vertex_lists : list, NoneType
- hide()
- rectangle_vertices()
- show()

CompositeAvatar
- avatar_list
- coordinate
- hide()
- show()

WormAI
- last_evolved_t
- lifetime : int
- update()

Coordinate
- center_flag : bool
- position
- rotation
- scale : int
- size
- translate_first : bool
- rotate_vertices()
- rotation_matrix()
- transform()

GardenAvatar

Tile
- layer : NoneType
- pre_calc_flag
- rectangle_vertices_pre_calc : NoneType
- rectangle_vertices()

Butterfly
- state_dict : dict

Plant
- state_dict : dict

Seed
- state_dict : dict

Slug
- state_dict : dict

CentralDispatch
- listeners : dict
- targets : dict
- modify_target()
- notify()
- stop_listening()
- update_in_place()
- watch()

Counter
- value : int
- increment()

ButterflyAI
- k_theta : float
- noise_theta : int
- sine_amp_theta : int
- sine_period_theta : int
- sine_phase : int
- update()

Player
- flying_speed : int
- mouse_velocity : float
- position
- rotation
- strafe : list
- get_motion_vector()
- on_key_press()
- on_key_release()
- on_mouse_motion()
- update()

World
- active : bool
- agents
- children : list
- engine : NoneType
- last_active : bool
- name : NoneType
- parent : NoneType
- switches
- activate()
- inactivate()
- restore()
- update()

FreePlayer
- rotation
- get_motion_vector()
- on_mouse_motion()

RTSPlayer
- get_motion_vector()

IncrementSet

Listener
- heard_it()
- subscribe()

Object
- name : str
- switches : list

ServerService
- exposed_get_window()

ServerService

Switch
- engine
- initialize_on_activation : bool
- initialized : bool
- world
- do()
- evaluate()
- initialize()
- remove()

Test
- add()
- sub()

Association labels: ai, avatar, coordinate, engine, player, top_world