

# Tutorial

- extend your missile command program to include a `city` class
- give your city class an `__init__`, `update`, `ignite`, `erase` and `check` method
- the method prototypes are:

# Tutorial

```
# create a city at pos
# calculate the epicenter of the city
# store it in the class
def __init__ (self, pos):
    # draw the city
    def draw_city (self):
    # remove the city
    def erase (self):
    # determine whether city should catch fire given explosion at p with a radius
    def check (self, p, radius):
```

■ extend your game to include cities and their destruction!

■ now create a gun class (which will be very similar to the city class)