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
      # calculcate 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 exposion at p with a radius
      def check (self, p, radius):
```

- extend your game to include cities and their destuction!

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