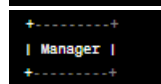
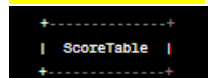




OTHER CLASSES:



```

|   MovingTargets   |
|_____|
| - coord: list      |
| - color: str        |
| - rad: int          |
| - vx: int           |
| - vy: int           |
|_____|
| + __init__(coord=None, color=None, rad=30)|
| + move()           |
|_____|

```

```

|   Target          |
|_____|
| - coord: list      |
| - color: str        |
| - rad: int          |
|_____|
| + __init__(coord=None, color=None, rad=30)|
| + check_collision(ball) |
| + draw(screen)      |
| + move()            |
|_____|

```

```
|   Bullet   |  
|_____|  
| - coord: list |  
| - vel: int    |  
| - rad: int    |  
| - bullet: object |  
| - count: int  |  
|_____|  
| + __init__() |  
| + move()     |  
| + draw()     |  
|_____|
```

```
|   ScoreTable   |  
|_____|  
| - t_destr: int |  
| - b_used: int  |  
| - font: obj    |  
|_____|  
| + __init__(t_destr=0, b_used=0) |  
| + score()      |  
| + draw(screen) |  
|_____|
```

| RectangleTarget |

| _____ |

| - rect: Rect |

| - speed: int |

| - direction: int |

| _____ |

| + __init__(width, height, x, y, speed=1) |

| + move() |

| + draw(screen) |

| + check_collision(ball) |

| _____ |

```
|   Manager   |  
|_____|  
| - balls: list |  
| - gun: Tank   |  
| - targets: list |  
| - score_t: ScoreTable |  
| - n_targets: int |  
|_____|  
| + __init__(n_targets=1) |  
| + new_mission() |  
| + process(events, screen) |  
| + handle_events(events) |  
| + draw(screen) |  
| + move() |  
| + collide() |  
|_____|
```

```
|   Tank   |  
|_____|  
| - coord: list  |  
| - angle: float  |  
| - max_pow: int  |  
| - min_pow: int  |  
| - body_color: tuple |  
| - gun_color: tuple |  
| - active: bool  |  
| - pow: int      |  
|_____|  
| + __init__(coord=None, angle=0, max_pow=75, min_pow=10, body_color=GRAY, gun_color=TEAL) |  
| + activate()    |  
| + gain(inc_y=2)  |  
| + strike()       |  
| + set_angle(target_pos) |  
| + move(inc_x, inc_y) |  
| + draw(screen)   |  
|_____|
```

```
|   Bombs   |  
|_____|  
| - coord: list |  
| - vel: list   |  
| - rad: int    |  
| - color: tuple |  
| - is_alive: bool |  
| - bomb: Surface |  
|_____|  
| + __init__(coord, vel, rad=15, color=WHITE) |  
| + check_corners(refl_ort=0.8, refl_par=0.9) |  
| + move(time=1, grav=0) |  
| + draw(screen) |  
|_____|
```

```
|   Plane   |  
|_____|  
| - position: int |  
| - coord: list   |  
| - plane: Surface |  
| - rad: int      |  
|_____|  
| + __init__(coord, rad=30) |  
| + move() |  
| + draw(screen) |  
|_____|
```

```

|   Rival_cannon   |
|_____|
| - coord: list    |
| - angle: float    |
| - max_pow: int    |
| - min_pow: int    |
| - color: tuple     |
| - active: bool     |
| - pow: int         |
|_____|
| + __init__(coord=[770, SCREEN_SIZE[1]//2], angle=30, max_pow=50, min_pow=10, color=WHITE) |
| + move(cannon)     |
| + draw(screen)     |
| + strike()         |
|_____|
```