#### Player Enemy - image Tile - sprite\_type: string - rect - status: string - hitbox - sprite\_type: string - image status: string - image - rect attacking: bool - rect - hitbox - attack\_cooldown: int - hitbox - obstacle\_sprites attack\_time: int - monster\_name - obstacle\_sprites - health: int create\_attack - exp: int destroy\_attack - damage: int weapon\_index: int attack\_type: string - weapon attack\_sound - can\_switch\_weapon: bool - speed: int weapon\_switch\_time: int - resistance: int - switch\_duration\_cooldown: int attack\_radius: int - create\_magic - notice\_radius: int - magic\_index can\_attack: bool - magic attack\_time: int - can\_switch\_magic: bool - attack\_cooldown: int - magic\_switch\_time: int - damage\_player - stats: dictionary trigger\_death\_particles - max\_stats: dictionary - add\_exp -upgrade\_cost:dictionary - vulnerable: bool -health: int hit\_time: string - energy: int - invincibility\_duration: int - exp: int death\_sound - speed: int hit\_spund - vulnerable: bool attack\_sound - hurt\_time: int invulnerability\_duratiuon: int import\_graphics(name) weapon\_attack\_sound get\_player\_distance\_direction(player) get\_status(player) - import\_player\_assets() action(player) input() - animate() get\_status() - cooldown() - cooldown() get\_damage(player, attack\_type) - animate() check\_death() - get\_full\_weapon\_damage() - hit\_reaction() - get\_full\_magic\_damage() update() - get\_value\_by\_index(index) enemy\_update(player) - get\_cost\_by\_index(index) energy\_recovery() · update()

Entity

- frame\_index: int

direction

· move(speed)

- wave\_value

- collision(direction)

animation\_speed: double

#### YSortCameraGroup display\_surface health\_bar\_rect energy\_bar\_rect - create\_grass\_particles(pos, groups) - weapon\_graphics - create\_particles(animation\_type,pos,groups) magic\_graphics

- show\_bar(current, max\_amount, bg\_rect, color) - show\_exp(exp) selection\_box(left, top, has\_switched) weapon\_overlay(weapon\_index, has\_switched) - magic\_overlay(magic\_index, has\_switched)

- display(player)

# AnimationPlayer - frames - reflect\_images(frames)

MagicPlayer

- heal(player, strength, cost, groups)

flame(player, cost,groups)

- animation\_player

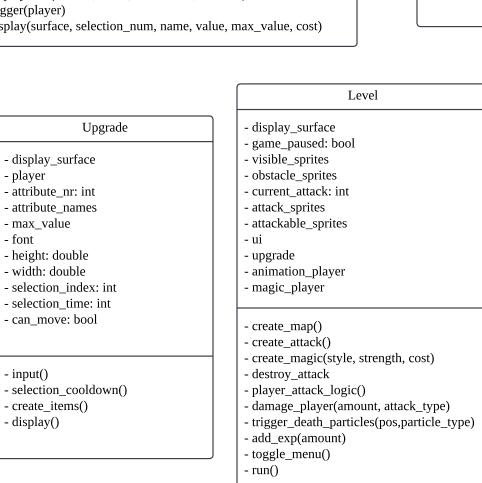
- sounds

- half\_width: int - half\_height: int offset floor\_surf floor\_rect

- custom\_draw(player)

YSortCameraGroup Game display\_surface - screen - clock - level - run

## Item - rect - index - font - display\_names(surface, name, cost, selected) display\_bar(surface, value, mac\_value, selected) - trigger(player) - display(surface, selection\_num, name, value, max\_value, cost) display\_surface Upgrade



### enemy\_update(player) ParticleEffect Weapon - sprite\_type: string · sprite\_type: string frame\_index: int direction - animation\_speed: double · image - frames - image - rect - animate() - update()