

AUTSBallGame
is_running
local_player_id
screen_size_x
screen_size_y
screen_center_point
win
clock
music_player
goal_green_sound
goal_red_sound
loading_image
current_level
gravity
players
players_count
player_count_team
ball
viewscreen_rect
background_view_rect
score_green
score_red
quit_game
frame_counter
__init__
start
destroy
add_player
remove_player
update
update_graphics
score
get_ball_angle_in_radians
exit

MusicPlayer
shuffle
_screen
image
rect
_window_size
pos
text_color
bg_color
border_color
info_padding
border_width
screen_border_margin
fadeout_counter
fadeout_counter_start
fadeout_decrement
playlist
playlist_pointer
__init__
play
update
stop
now_playing
_calculate_rect_position
set_screen
shuffle_playlist
next

MusicFile
filename
artist
title
allowed_screens
__init__

MoveVector
vx
vy
speed
direction
__init__
_clear_speed_direction
_clear_vx_vy
_calculate_speed_direction
_calculate_vx_vy
set_vx_vy
set_vx
set_vy
set_speed_direction
set_speed
set_direction
get_vx_vy
get_vx
get_vy
get_speed_direction
get_speed
get_direction
get_all
add_to_vx
add_to_vy
add_to_velocity
add_to_speed
add_to_direction
add_vector
get_dot_product
get_dot_product_normalized
normalize
normalize_ip
flip
flip_ip

GameObject
parent
level
wall_collide_sound
bullet_collide_sound
start_position
x
x_previous
move_vector
mass
max_speed
gravity_affects
is_ball
is_bullet
is_centered_on_screen
attached_player
attached_ball
viewscreen_rect
_animation_images
image
animation_frames_per_image
_animation_frame_counter
_animation_current_image_counter
_animation_enabled
original_image
size
rect
radius
y_previous
y
__init__
load_image
reset
update_rect
update_movement
animate
animate_next_frame
rot_self_image_keep_size
check_out_of_bounds
check_collision_with_wall_and_goal
speculate_collision_with_wall
check_collision_with_bullets
check_collision_with_players
collide_circle
distance_squared
distance
force_play_sound

Level
name
image
off_level_image
size_x
size_y
rect
center_point
background_image
off_level_surface
gravity
player_spawns
ball_spawns
__init__

ScrollingText
frame_counter
image
original_image
empty_image
rect
screen_size_x
scroll_direction
original_position
scroll_speed
flashes
flash_interval
visible
__init__
update
toggle_image

DisappearingText
frame_counter
frames_visible
image
original_position
rect
flashes
flash_interval
visible
__init__
update
toggle_image

EffectSprite
attached_player
attached_ball
effect_type
visible
gravity_affects
viewscreen_rect
rect
__init__
update
destroy

TetherSprite
effect_type
viewscreen_rect
image
rect
__init__
update

Explosion
explosion_radius
explosion_radius_squared
explosion_force
_lifetime_counter
viewscreen_rect
__init__
update
apply_explosion

BallSprite
start_position
x
attached_player
attached_player_max_distance
attached_player_max_distance_squared
tether
mass
max_speed
is_ball
wall_collide_sound
bullet_collide_sound
viewscreen_rect
y
__init__
update
collide_tether
shoot
attach_to_player
detach

BulletSprite
rect
max_speed
mass
is_bullet
group
wall_collide_sound
viewscreen_rect
x
y
__init__
update
check_out_of_bounds
get_non_alpha_pixels
collide_with_wall
collide_with_player
collide_with_ball

DumbFire
mass
explosion_force
explosion_radius
__init__
collide_with_wall
collide_with_player
collide_with_ball

BasicShot
mass
__init__

PlayerSprite
owning_player_id
team
name
thrust_gfx
rect
is_centered_on_screen
motor_sound
motor_sound_playing
bullet_sound
ball_shoot_sound
ball_capture_sound
wall_collide_sound
bullet_collide_sound
start_position
x
x_previous
heading
thrust
attached_ball
handling
max_thrust
max_speed
mass
max_acceleration
_cooldown_basic_shot
_cooldown_special
_cooldown_after_ball_shot
_cooldown_counter
_cooldown_counter_special
_recovery_time
_recovery_started_at
viewscreen_rect
__init__
update
attach_ball
detach
accelerate
stop_acceleration
rotate_right
rotate_left
shoot
shoot_special
recover