## AutsBallGame - init () - update () - update\_graphics () - score (string) - get\_ball\_angle\_in\_radians (BallSprite) - show\_text (tuple, string, tuple, tuple, int) - exit () - Network things - Connect () - gameid - gravity : float - screen\_size\_x : int - screen\_size\_y : int - screen\_center\_point : int - win - clock - PlayerGroup - loading\_image : surface - LevelGroup -- current\_level - BullerGroup - player - BallGroup - EffectGroup viewscreen\_rect - TextGroup - background\_rect - score\_green : int - scrore\_red : int - guit\_game : boolean - frame\_counter : int BulletSprite Level -init () - init () - update (rect) - image : surface - check\_out\_of\_bounds () - size\_x : int - size\_y : int - rect : - center\_point : int - rect\_center : tuple - move\_vector\_set\_magnitude\_angle - max\_speed : int - explosion\_force : int PlayerSprite - is\_bullet : int - init () - update (rect) - attach\_ball (BallSprite) - detach\_ball () - accelerate () - stop\_acceleration () DissappearingText - rotate\_right () - rotate\_left () - shoot () - init (....) - update () - toggle\_image - motor\_flame\_image —- trust\_gfx - frame\_counter : int - frame\_visible - is\_centered\_on\_screen - font - start\_position : tuple - image - x : int - original\_position : tuple - y : int - rect - x\_previous : int - flashes - y\_previous : int - flash\_interval - heading : int - visible : int - trust : int - attached\_ball - handling: int - max\_trust :int - max\_speed : int - mass : int - cooldown\_basic\_shot :int - cooldown\_after\_ball\_shot : int - cooldown\_counter : int EffectSprite - init () BallSprite - update () - destroy () - init () - update () - attached\_player - reset () typevisible - shoot () - attach\_to\_player (PlayerSprite) - detach ()

- start\_position : tuple

- attached\_player

- max\_speed : int

- x : int

- y:int

- mass : int

- is\_ball : int

Server ClientChannel AutsServer - Network (data) - Connected (channel, address) - Close () - Close Game - init (player, ....) - sendDataToClient (.....)