AutsBallGame

- init ()

- Constants (class???)

- update ()

- update graphics ()

- score (string)

- get\_ball\_angle\_in\_radians (BallSprite)

- show text (tuple, string, tuple, tuple, int)

- exit ()

- win

- clock

- loading\_image

- current\_level

- player

- ball

- viewscreen\_rect

- background\_view\_rect

- score\_green

- score\_red

- quit\_game

- frame\_counter

PlayerSprite

- init ()

PlayerSprite

- init ()