AutsBallGame BallSprite - init () - init () - Constants (class???) update ()update_graphics () - score (string) - get_ball_angle_in_radians (BallSprite) - show_text (tuple, string, tuple, tuple, int) BulletSprite - exit () - init () - win - clock loading_imagecurrent_level - player - ball - viewscreen_rect background_view_rect - score_green - score_red - quit_game - frame_counter PlayerSprite Level - init () -init () - image : surface - size_x : int - size_y : int - rect:

EffectSprite

- attached_player- type- visible

initupdatedestroy