AutsBallGame - init () - update () - update_graphics () - score (string) - get_ball_angle_in_radians (BallSprite) - show_text (tuple, string, tuple, tuple, int) - exit () - 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 - x : int - y : int - attached_player - mass : int - max_speed : int

- is_ball : int