AutsBallGame

- init
- Constants (class???)
- update
- update_graphics
- score
- get_ball_angle_in_radians
- show_text
- exit
- win
- clock
- loading_image
- current_level
- player
- ball
- viewscreen_rect
- background_view_rect
- score_green
- score_red
- quit_game
- frame_counter

BallSprite

- init

BulletSprite

- init

PlayerSprite

init

Level

-init

- image : surface

- size_x : int

- size_y : int

- rect:

EffectSprite

- init
- update
- destroy
- attached_player
- type
- visible