AutsBallGame

- -image
- -size_x
- -size_y
- -rect

Level

- -image
- -size_x
- -size_y
- -rect

EffectSprite

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

BallSprite

-init

BulletSprite

-init

PlayerSprite

-init