

Module Start

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Functions

```
def load_image(name, colorkey=None)
```

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Classes

```
class Exit (*gr)
```

кнопка "выйти" при проигрыше

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Ancestors

[pygame.sprite.Sprite](#)

Class variables

```
var image
```

```
var image1
```

```
var imn
```

Methods

```
def click(self, x, y)
```

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```
def is_on(self, x, y)
```

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```
def update(self)
```

method to control sprite behavior

Sprite.update(*args*, *kwargs):

The default implementation of this method does nothing; it's just a convenient "hook" that you can override. This method is called by Group.update() with whatever arguments you give it.

There is no need to use this method if not using the convenience method by the same name in the Group class.

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```
class Finish (x, y, *gr)
```

дерево и табличка в конце уровней

Ancestors

[pygame.sprite.Sprite](#)

Class variables

```
var image
```

```
class Heart (x, y, *gr)
```

сердца, или количество жизней, которые есть у Марио

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Ancestors

[pygame.sprite.Sprite](#)

Class variables

```
var image
```

```
class Info (*gr)
```

кнопка "информация" на главном экране(слева)

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Ancestors

[pygame.sprite.Sprite](#)

Class variables

```
var image1
```

```
var image2
```

```
var imn
```

Methods

```
def click(self, x, y)
```

нажатие

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```
def is_on(self, x, y)
```

реакция кнопки на наведение курсора на нее

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```
def update(self)
```

изменение при нажатии или наведении курсора на кнопку

```
class Match (i, ln, *gr)
```

спрайты, которые пользователь видит, когда выбирает уровень сложности

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Ancestors

[pygame.sprite.Sprite](#)

Class variables

```
var image
```

```
var image1
```

```
var imn
```

Methods

```
def clear(self)
```

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```
def click(self, x, y)
```

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```
def del_dot(self)
```

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```
def get_name(self)
```

возвращает номер спрайта от 1 до 3(функция используется для расставления всех страйтов)

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```
def set_dot(self)
```

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```
def set_gr(self, gr)
```

добавление спрайта в группу

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```
class Next (*gr)
```

кнопка "продолжить играть" после победы

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Ancestors

[pygame.sprite.Sprite](#)

Class variables

```
var image
```

```
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```

```
var imn
```

Methods

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def click(self, x, y)
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```
class Quit (*gr)
```

кнопка выхода из игры при победе

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Ancestors

[pygame.sprite.Sprite](#)

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```
class Reload (*gr)
```

спрайт "играть заново" при проигрыше

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Ancestors

[pygame.sprite.Sprite](#)

Class variables

```
var image
```

```
var image1
```

```
var imn
```

Methods

```
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```

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```
class Settings (*gr)
```

кнопка, открывающая окно об авторах проекта

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Ancestors

[pygame.sprite.Sprite](#)

Class variables

```
var image
```

```
var image1
```

```
var imn
```

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```
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```
class Start (*gr)
```

кнопка "старт", т.е. начало игры

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Ancestors

[pygame.sprite.Sprite](#)

Class variables

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```

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var image1
```

```
var imn
```

Methods

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