

Module Objects

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Functions

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

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Classes

```
class Mob (*group)
```

класс героя(далее - моба), бегающего по нижней платформе и мешающего Марио

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Ancestors

[pygame.sprite.Sprite](#)

Class variables

```
var image_run
```

```
var image_run1
```

Methods

```
def again(self)
```

обновление моба. Его ход, по сути, представляет собой бег по кругу

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```
def check_fall(self)
```

проверка, коснулся ли Марио моба по верху

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```
def fall(self, hero, shoting, pos)
```

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```
def get_coords(self)
```

координаты моба и значение переменной, обозначающее убийство моба

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```
def move(self)
```

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```
def sound(self)
```

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```
def update(self)
```

смена спрайтов

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```
class MobBonus (x, y, *groups)
```

класс бонуса - сундучка, который дает 200 очков и 1 жизнь

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Ancestors

[pygame.sprite.Sprite](#)

Methods

```
def again(self)
```

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```
def check_fall(self)
```

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```
def fall(self, hero, shoting, *args)
```

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```
def get_coords(self)
```

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```
def move(self)
```

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```
def sound(self)
```

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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 MobGumba (x, y, *groups)
```

класс мобов, которые катаются туда-сюда по главной и "летающим" платформам

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Ancestors

[pygame.sprite.Sprite](#)

Methods

```
def again(self)
```

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```
def check_fall(self)
```

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```
def fall(self, hero, shoting, pos)
```

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```
def get_coords(self)
```

► [EXPAND SOURCE CODE](#)

```
def move(self)
```

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```
def sound(self)
```

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```
def update(self)
```

движение моба по платформе

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```
class MobMushroom (x, y, *groups)
```

класс мобов - грибочков, которые стоят на одном месте и при его убийстве "складываются гармошкой"

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Ancestors

[pygame.sprite.Sprite](#)

Class variables

```
var image_run
```

```
var kill
```

Methods

```
def again(self)
```

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```
def check_fall(self)
```

► [EXPAND SOURCE CODE](#)

```
def fall(self, hero, shoting, pos)
```

► [EXPAND SOURCE CODE](#)

```
def get_coords(self)
```

► [EXPAND SOURCE CODE](#)

```
def move(self)
```

► [EXPAND SOURCE CODE](#)

```
def sound(self)
```

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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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