Member

Class

Acts on

Important attributes

Important methods

6x Buttons

**Level Selecter**

collision() update()

pos vel acc

pos vel acc

**Hook (Entity)**

collision()  
 apply\_hook()  
die() gravity()  
update\_sprite() friction()

**Player (Entity)**

2x Buttons

**Pause**

level\_array

create\_level\_surface()

read\_level()

**Level**

Level Player

init()  
handle\_event()  
update()  
display()

**Game**

1x Button  
1x Slider  
1x Checker  
4x Keybinders

**Widgets**

display()  
handle\_event()  
save()

**Options**

main() init()  
read\_config()  
write\_config()

surface  
ratio  
active

**Menu**