Sunday Onwuchekwa | March 1, 2020 Game FlyingObject(ABC) self.ship: Ship self.lifebar : LifeBar self.center : Point self.bullet : list(Bullet) Velocity Point self.velocity: Velocity self.asteroid : list(Asteroid) self.alive: Boolean self.score: int self.radius: int self.dx: float self.x : float self.angle: int self.dy: float self.y: float + init (self) + on_draw(self) + init (self) + __init__(self) + __init__(self) + draw_score(self) + advance(self) + update(self) + wrap_around(self, width, height) + check collisions(self) + draw(self) + cleanup_zombies(self) + check keys(self) + on key press(self, key: int, modifiers: int) + on_key_release(self, key: int, modifiers: int) Asteroid(FlyingObject, ABC) Bullet(FlyingObject) Ship(FlyingObject) LifeBar self.speed: int self.center.x: int self.center : Point self.radius : float self.point : int self.center.y: int self.velocity.dx : float self.center.x: int self.radius : int self.velocity.dy: float self.center.y: int self.alive : int self.life: int self.turn: int + __init__(self) self._width: int self.angle: int + draw(self) self.height : int + advance(self) + __init__(self) self.angle: int + draw(self) + divide(self) + __init__(self) + fire(self) + hit(self) + __init__(self) + draw(self, angle) + width(self) + bullet storage(self, ship store) + draw(self) + life_lost(self) LargeAsteroid(Asteroid) MediumAsteroid(Asteroid) SmallAsteroid(Asteroid) self.center.x: int self.velocity.dx: int self.velocity.dx: int self.center.y: int self.velocity.dy: int self.velocity.dy: int self.velocity.dx: int self.radius: int self.radius: int self.velocity.dy: int self.speed: int self.speed: int self.radius: int self.point: int self.point: int self.speed: int self.point : int _init__(self) _init__(self) draw(self) draw(self) _init__(self) divide(self) divide(self) draw(self) divide(self)

Asteroids Class UML