

Jun's Space Odyssey

main

Initialize PyGame

View

draw_everything()
blit

Player 1

constructs

constructs

constructs

Controller

get_and_handle_events()
exit_if_time_to_quit()
key_was_pressed()

Game

run_one_cycle()
draw_game()

Screen

pygame surface

Start/End Screen

text

draw()
remove()

constructs

constructs

constructs

constructs

constructs

SHIP

screen
x, y
speed
image
is_exploded
engine_noise

move()
draw()
explode()

Asteroid

screen
x, y
image
color

move()
draw()

Asteroids

screen
list_of_asteroids

draw()
move()
add_asteroid()
remove_asteroid()

Jun

speed
screen
x,y
war_cry

expode()
remove()
draw()
move()

Fuel Cells

image
color
x,y

add_cells()

Fuel Guage

image
fuel_level

lose_fuel
gain_fuel