







Ground

image:  Surface
mask:  Mask
rect:  Rect





init(self,xpos)
update(self)
is_off_screen(sprite)
get_random_pipes(xpos)

Pipe

+image:  Surface
+rect:  Rect
mask:  Mask

init(self,inverted,xpos,ysize)
update(self)

Bird

+images:  list
+speed: int
current_image:  int
+mask :  Mask
+rect:  Rect

init(self)
update(self)
bump(self)
begin(self)