

Ground

image: image
mask: mask
rect: image

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

Pipe

+image: image
+rect: image
mask: mask

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

Bird

+images: image
+speed: int
current_image: image
+mask : mask
+rect: image

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