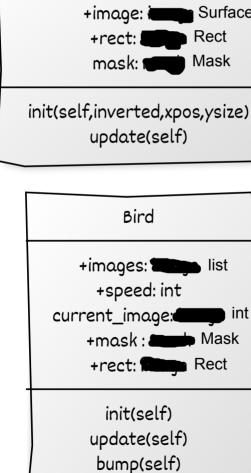
image: Surface
mask: Mask
rect: Rect

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

Pipe

+image: Surface
+rect: Rect



begin(self)