Ship
Inherits Projectile
heading: float

Point

x: horizontal coordinate

y: vertical coordinate

__init__()

Velocity

dx: horizontal coordinate

dy: vertical coordinate

__init__()

Projectile

1

center: inherits Point (x,y)

velocity: inherits Velocity dx, dy

radius: float

alive: boolean

img: png

width: float

height: float

1 angle: float

alpha: float

texture: load img

__init__()

draw()

advance()

hit()

is_off_screen()

__init__()

super().__init__()

turn()

Laser

Inherits Projectile

life: int

__init__()

super().__init__()

fire()

Rock-large

Inherits Projectile

spin: float

__init__()

super().__init__()

rotate()

split()

Rock-medium

Inherits Projectile

spin: float

__init__()

super().__init__()

rotate()

split()

Rock-small

Inherits Projectile

spin: float

__init__()

super().__init__()

rotate()