?

deleted after

refactoring

GameObjects

image

rect

speed

\_\_init\_\_(self,image\_name, speed, init\_x, init\_y)

update()

Bullet

\_\_init\_\_()

update()

Hero

\_\_init\_\_()

update()

\_\_left\_right(self,direction)

fire()

inheriting

calling

**\_\_create\_objects()**

RandomEnemy

\_\_init\_\_()

update()

\_\_game\_over()

**\_\_create\_random\_enemy ()**

\_\_del\_enemy\_out\_of\_screen()

plane\_objects.py

plane\_main.py

\_\_set\_frame\_frequency()

\_\_check\_hero\_collision()

\_\_check\_enemy\_collision()

\_\_handling\_hero\_collision()

**\_\_update\_objects()**

**\_\_event\_handling()**

PlaneGame

clock

screen

b\_collide

bkg, bkg2

hero

sprite1, sprite2

objects\_group

random\_enemy\_group

all\_enemy\_group

**\_\_init\_\_()**

**start\_game()**