



1 /
has
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Player

-int x
-int y
-int dx
-int dy

+__init__(self, x: int, y: int)
+move(self, dx: int, dy: int)
+collide(self, other)

1 has
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Food

-int x
-int y

+__init__(self, x: int, y: int)
+draw(self, surface)