

```
import pygame

#When you use sprites, you can group related elements in your game and act on all
the grouped elements at once
from pygame.sprite import Sprite

class Bullet(Sprite):
    # A class to manage bullets fired from the ship

    def __init__(self, ai_game):
        #Create a bullet object at the ship's current position
        #Inherit properly from Sprite by calling super method
        super().__init__()
        self.screen = ai_game.screen
        self.settings = ai_game.settings
        self.color = self.settings.bullet_color

        # Create a bullet rect at (0, 0) and then set correct position.
        self.rect = pygame.Rect(0, 0, self.settings.bullet_width,
self.settings.bullet_height)
        self.rect.midtop = ai_game.ship.rect.midtop

        # Store the bullet's position as a decimal value.
        self.y = float(self.rect.y)

    def update(self):
        #Move the bullet up the screen
        #Update the decimal point of the bullet.
        self.y -= self.settings.bullet_speed
        #Update the rect position
        self.rect.y = self.y

    def draw_bullet(self):
        #Draw the bullet to the screen
        pygame.draw.rect(self.screen, self.color, self.rect)
```