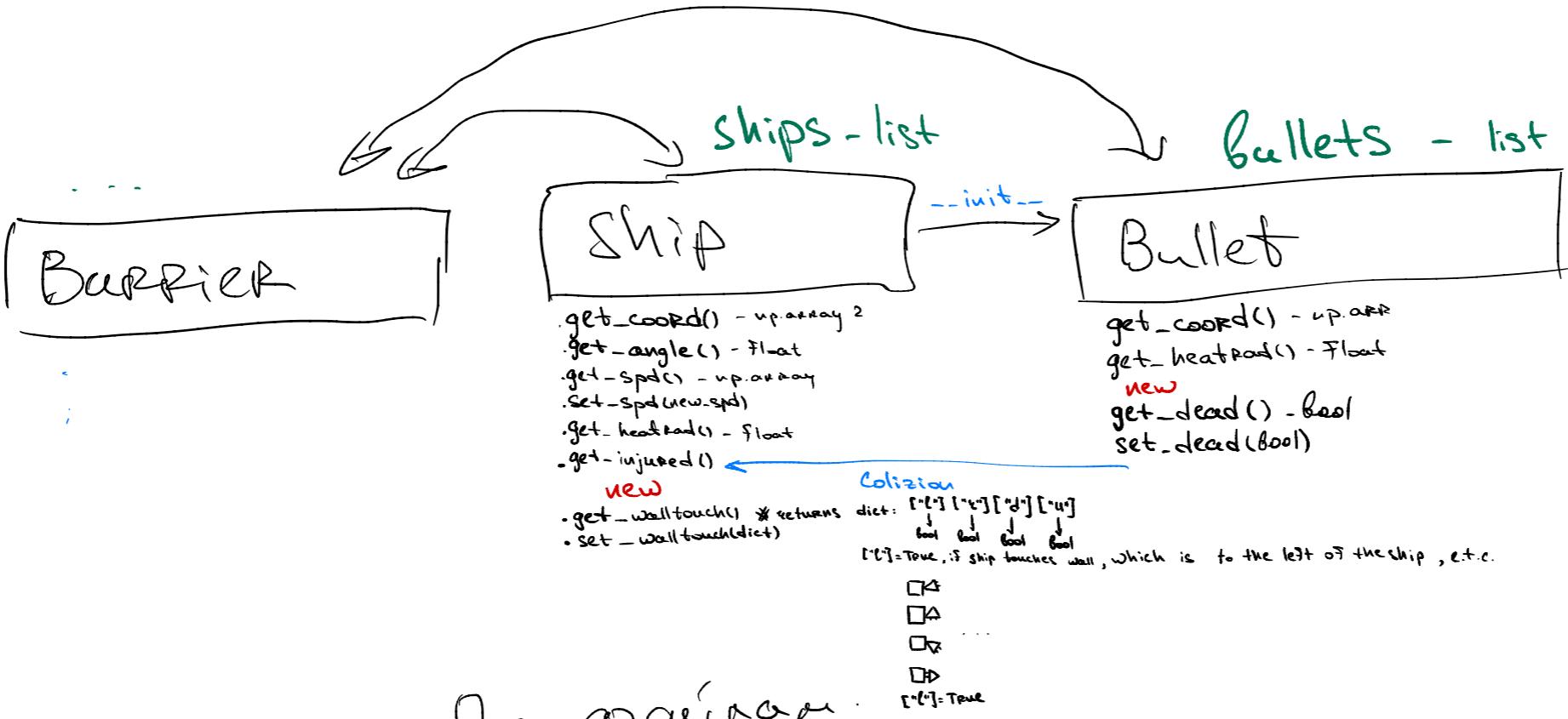


Pixelorama get Kapernok
SCALE



No goal now,

barrier.py

ship.py

bullet.py
constants.py

main.py

general.py image.py

Type source code

git pull

29	—	Untergründ (NeuA)	Ctroebel (Act)
2	—	Net. u Objekt. (Ne u Aa)	adverb passt zu. Creubel (Act)
6	—	AHILDAU.	Keeper (Act.)
9	—	—	Act. Keeper —
13	—	Сюжет	—

meteop

Опукнед: моку, рагер, Тонда, мурка

Azore

аворопал.

разрыхл. стек

одног. дерев

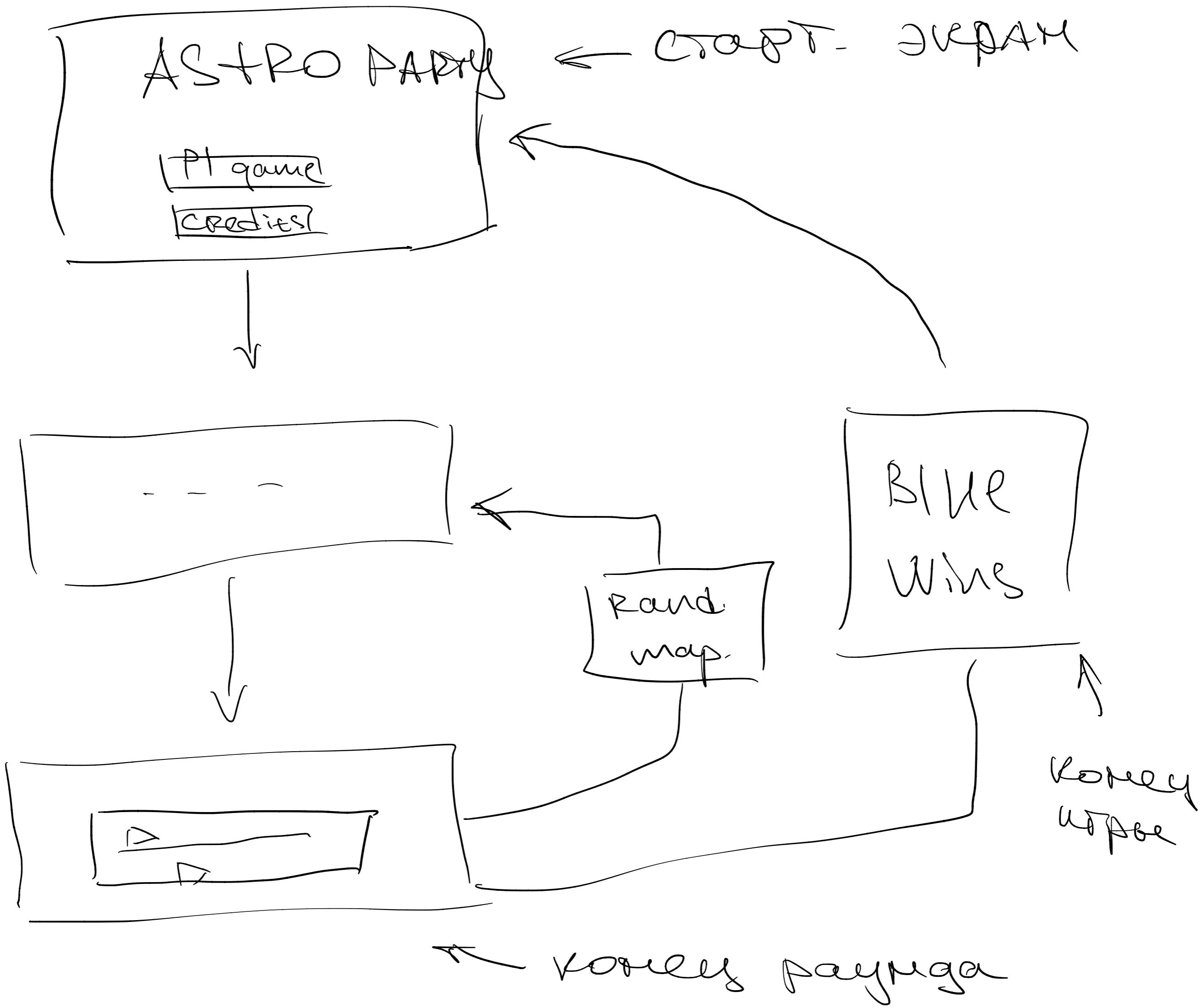
песч. вагт

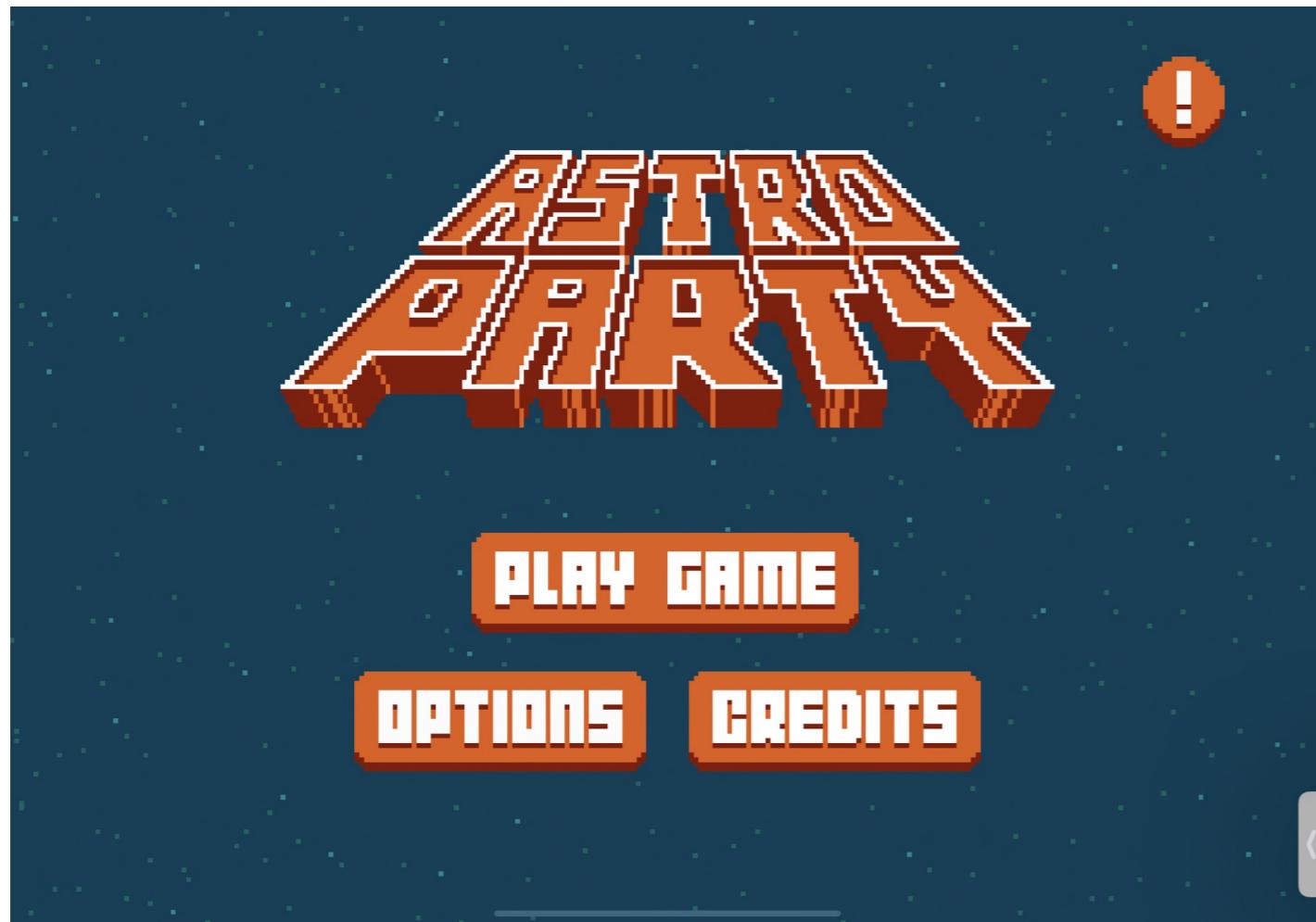
Scatter

УМРЕПОДСУС

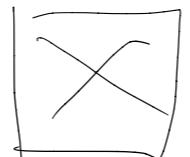
(см. схем. сп)

Архангельск / 3без вр





Start -
Deploy .

- 1) Main: 1 pez boegab Start-menu()
- 2) Start_Screen: import menu_obj => import
- 2.1) menu  => sys.exit() game_scr =>
=> menu_obj
- 2.2) menu  => game_screen()
- 3) game_screen:
- 3.1) -||-
- 3.2) menu weapons & use
Score line => win_screen()
& score_line()

↳ win_screen:

[x,y] - 10 -

↳ enemy (menu) → Start_menu()

Fields → Auton
(center fields)
Active camera →

Scatter shot → Alimy
Bomb

Score line
Reload
meteor → El primo

