Casting

Class Actor

Methods

* Init
* Get\_color
* Get\_font\_size
* Get\_position
* Get\_text
* Get\_velocity
* Move\_next
* Set\_color
* Set\_position
* Set\_font\_size
* Set\_text
* Set\_velocity

Class Gems (Actor)

Class Rocks (Actor)

Diretor

Class Diretor

Methods

* Init
* Start\_game
* \_get\_inputs
* \_do\_updates
* \_do\_outputs

Services

Class Keyboard\_service

#lets the player move from left to right, makes the gems and rocks move from top to down

Methods

* Init
* Get\_directions

Class Video\_service

Methods

* Init
* Close\_window
* Clear\_buffer
* Draw\_actor
* Draw\_actors
* Flush\_buffer
* Get\_cell\_size
* Get\_height
* Get\_width
* Is\_window\_open
* Open\_window
* \_draw\_grid

Shared

Class Color

Methods

* Init
* Tuple

Class Point

Methods

* Init
* Add
* Equals
* Get\_x
* Get\_y
* Scale

Main