? - do I need UML for my class?

Classes I need:
- Box
- Level (array of boxes + attrs?)
- player
- Text/score
- ball

Functions:
- collision
-

Which classes can be done up inheritance

— MAIN	Parent
↳ Box	child
↳ Text	child
↳ player	grandchild } child of
↳ ball	grandchild } box or just and main?

— LEVEL	Parent
↳ level 1	child
↳ level 2	child

classes/MainClass.py

mainClass

+	self.x	: int = 0
+	self.y	: int = 0
+	self.xDir	: int = 1
+	self.yDir	: int = 1
+	self.pos	: tuple(int)
+	self.surface	: pygame.Surface
+	self.color	: tuple(int)
+	getSurface()	: pygame.Surface
+	getX()	: int
+	getY()	: int
+	setX(int)	: int
+	setY(int)	: int
+	getWidth()	: int
+	getHeight()	: int

Child of box class

not needed but aesthetically very pleasing

playerClass *

+	self.x	: int = CENTRE[0]
+	self.y	: int = CENTRE[1]
+	self.spd	: int = 10
+	ctrlMove(int, list)	: tuple(int)
+	getPlayer()	: pygame.Surface
+	getCentres()	: tuple(int)

boxClass

+	self.width	: int
+	self.height	: int
+	self.dim	: tuple(int)
+	setColor(int, int, int)	: pygame.Surface
+	getbox()	: pygame.Surface
+	__init__(int, int)	: pygame.Surface
+	autoMove(int, int)	: tuple(int)
+	ctrlMove(int, int, list)	: tuple(int)