

Tutorial

- extend your missile command program to include a city class
- give your city class an `__init__`, `update`, `ignite`, `erase` and `check` method
- the method prototypes are:

Tutorial

- ```
create a city at pos
calculate the epicenter of the city
store it in the class
def __init__(self, pos):
draw the city
def draw_city (self):
remove the city
def erase (self):
determine whether city should catch fire given expo
def check (self, p, radius):
```
- extend your game to include cities and their destruction!
- now create a gun class (which will be very similar to the city class)