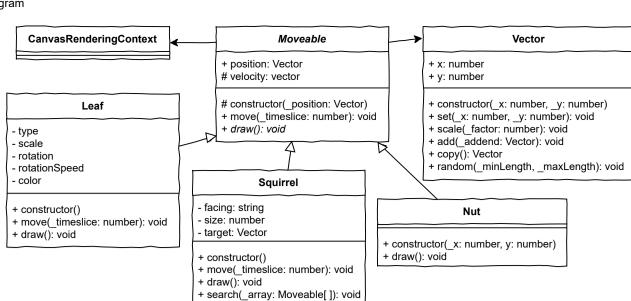
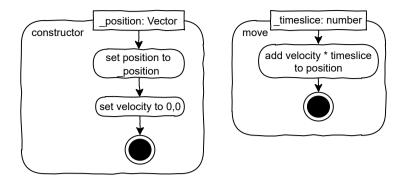
## Class Diagram

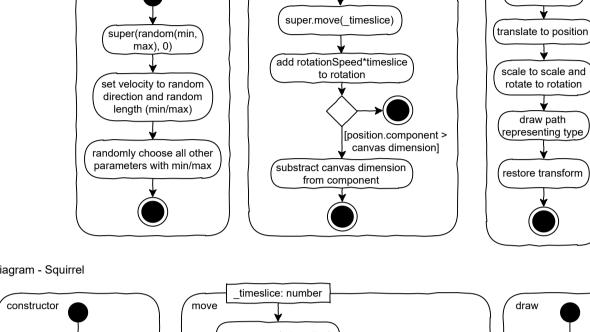


## Activity Diagram - Moveable

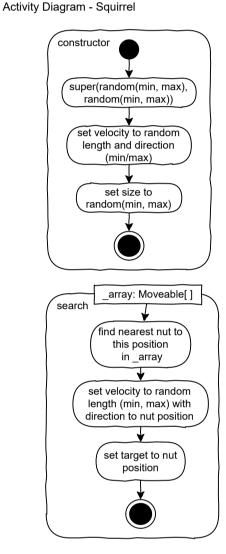
Activity Diagram - Leaf

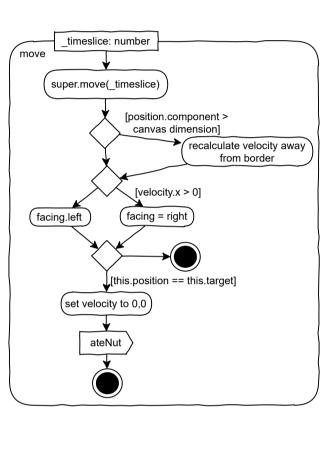
constructor

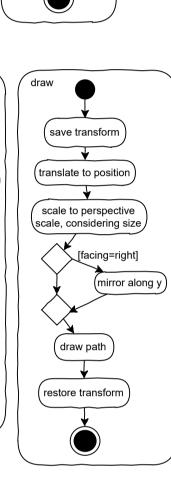




timeslice: number







crc2: CanvasRenderinContext

golden: number = 0,62 horizon: number background: ImageData

actives: Moveable[] = []

active.search(actives)

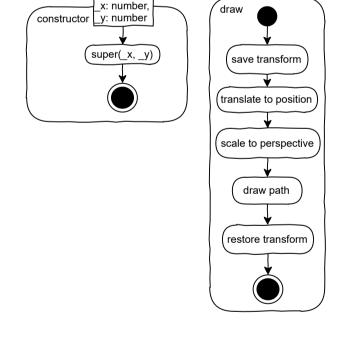
ateNut

hndNom 🕂

draw

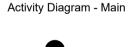
save transform

## Activity Diagram - Nut

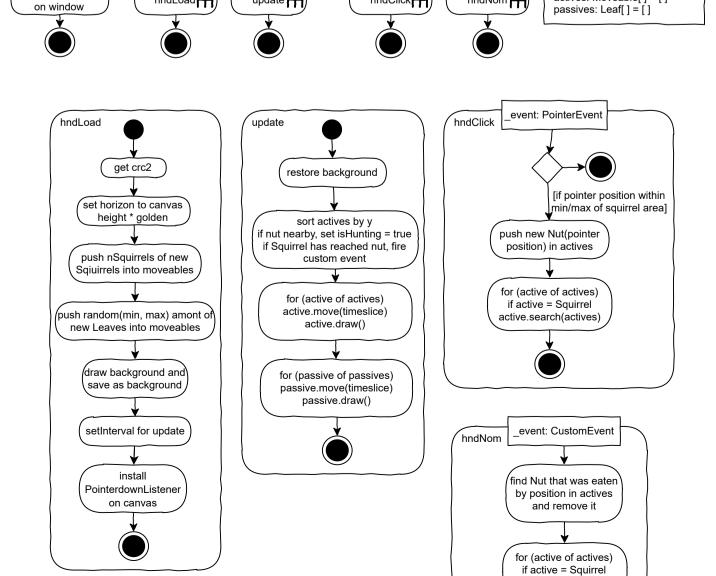


load

hndLoad



install LoadListener



20fps

update 🕁

pointerdown

hndClick