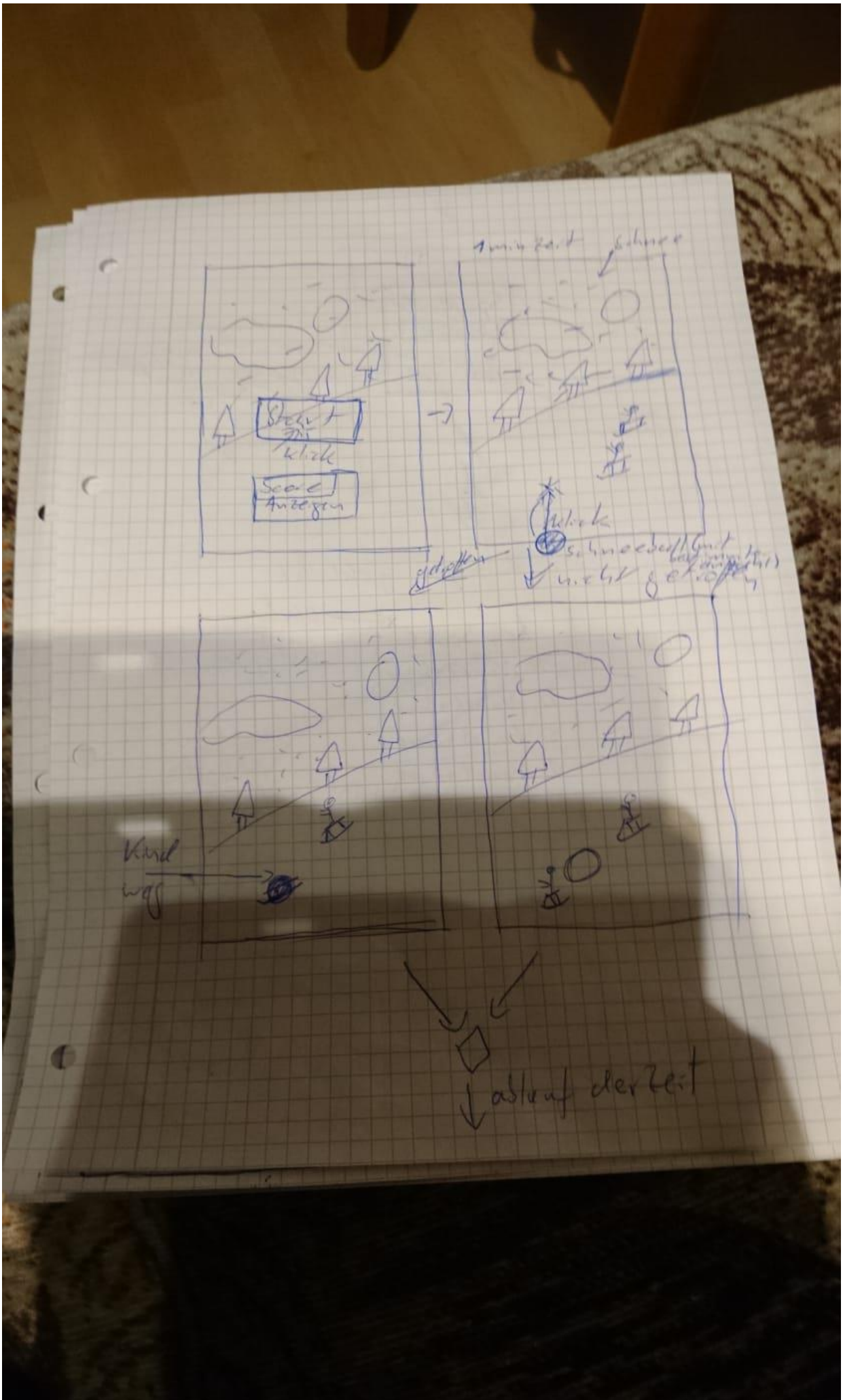
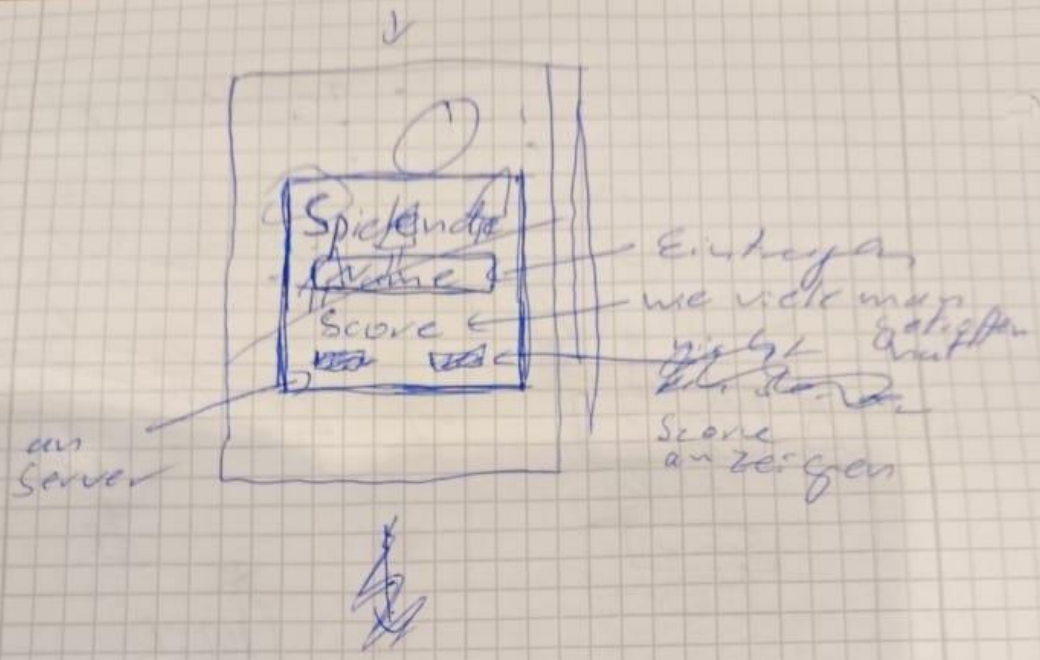
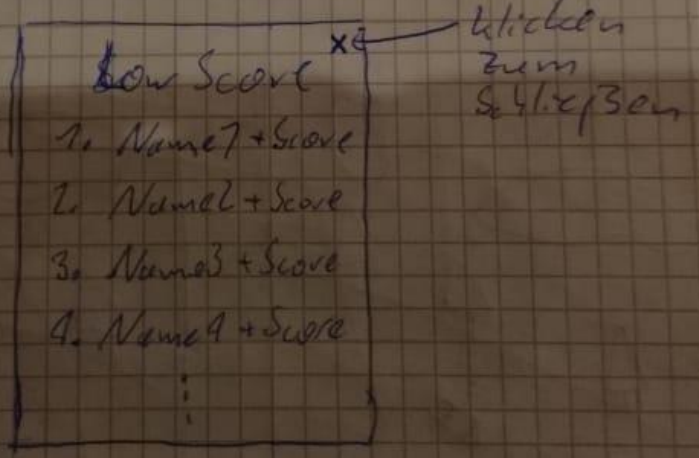
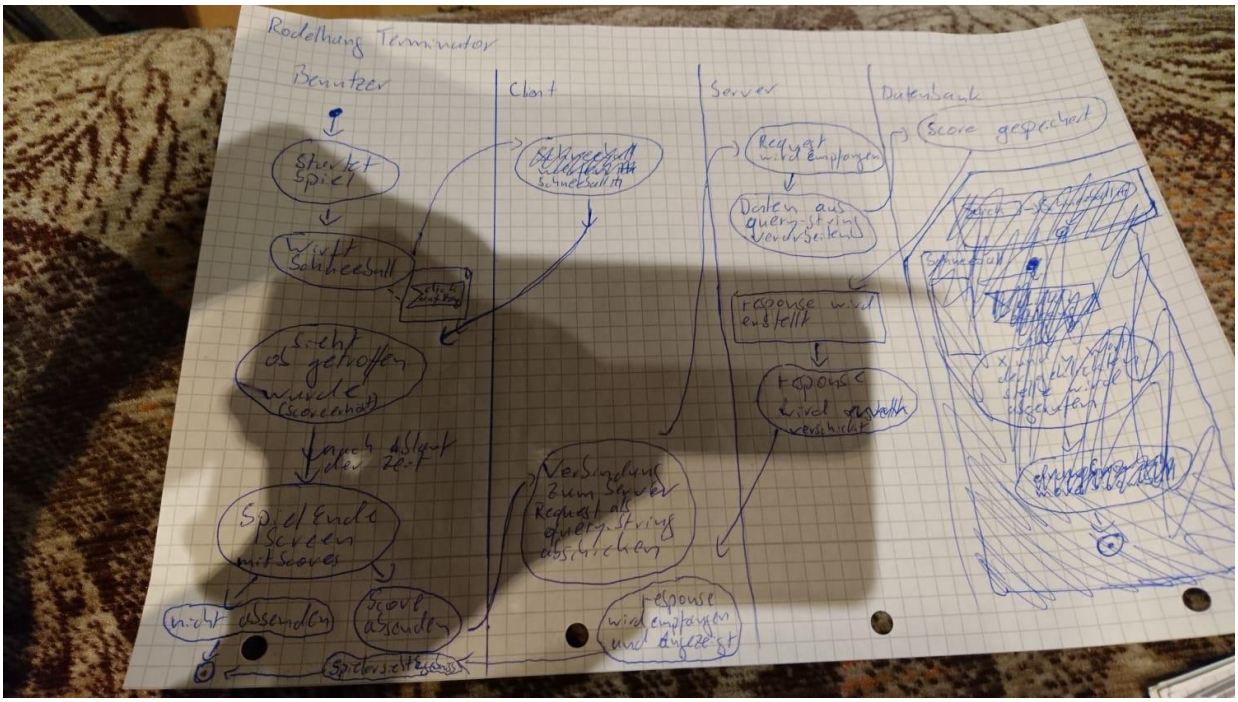
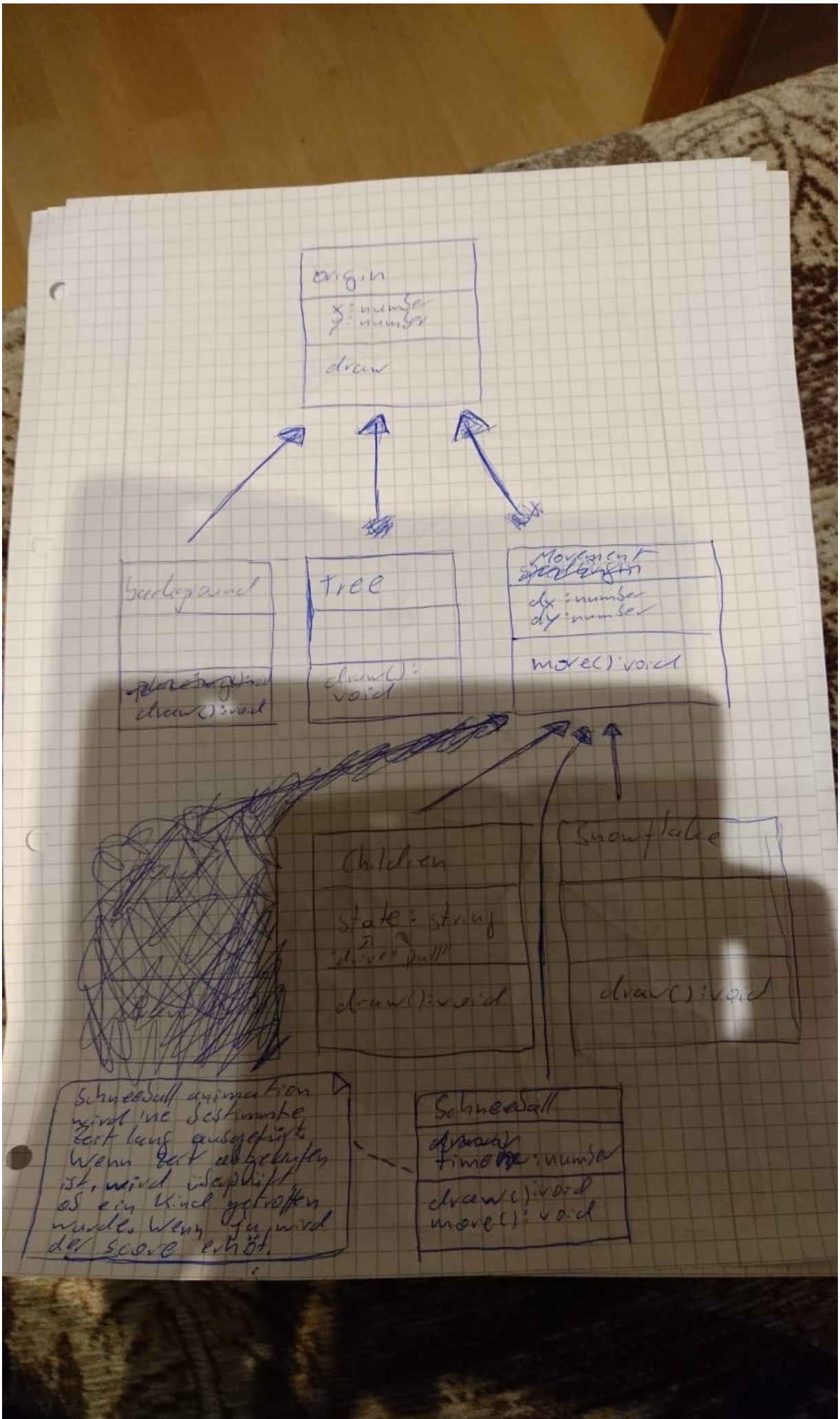
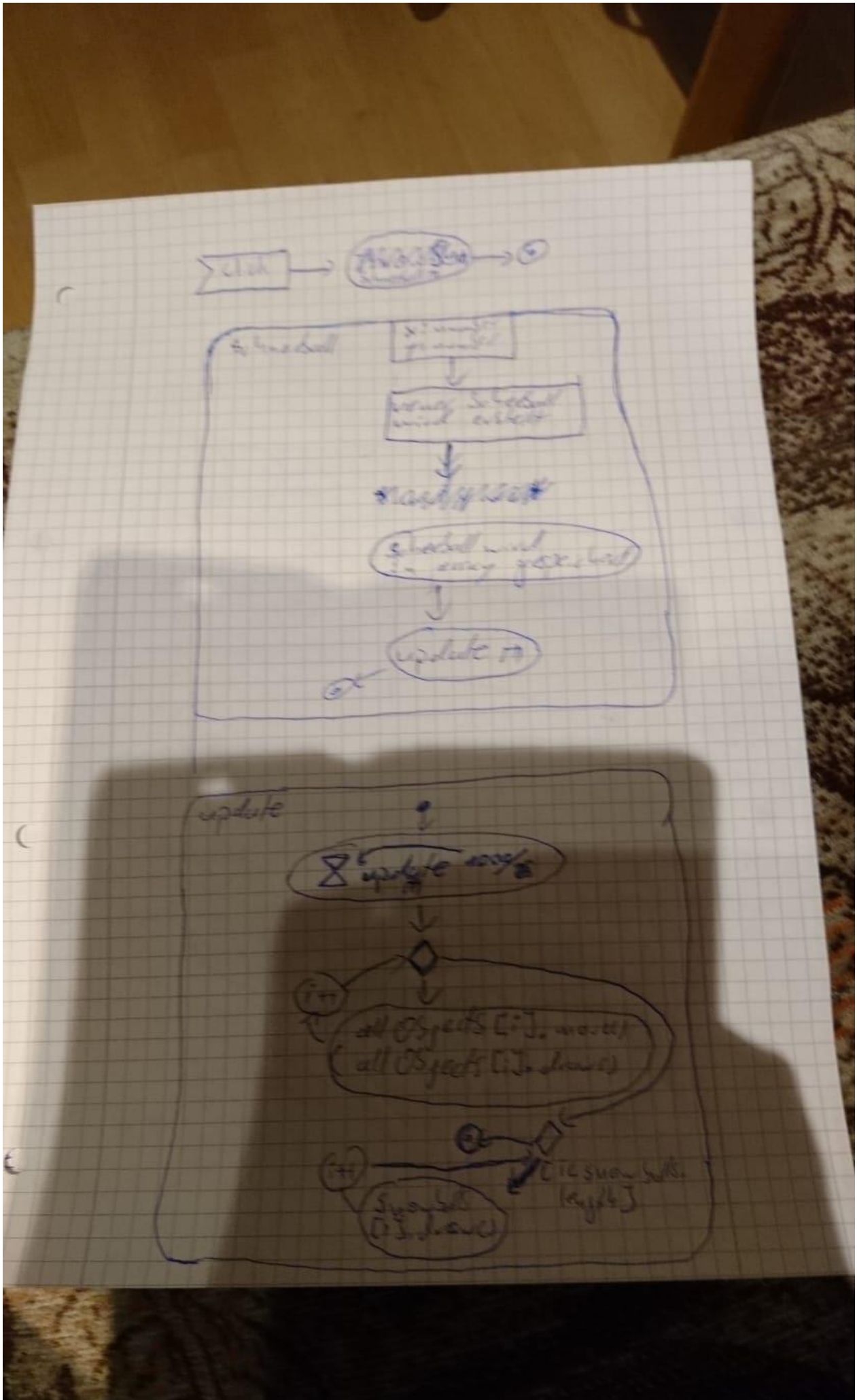

Start
klick
Score
Anzeigen
klick
Kind
weg
Ablauf der Zeit



Score Anzeigen geklickt




Rodelhang Terminator
Benutzer
Client
Server
Datenbank
Score gespeichert
Spiel Ende Screen mit Scores
Score absenden
nicht absenden


origin
x: number
y: number
draw
background
draw(): void
tree
draw(): void
Movement
dx: number
dy: number
move(): void
Children
state: string
"drive" "pull"
draw(): void
Snowflake
draw(): void
Schneeball animation wird 'ne bestimmte Zeit lang ausgeführt. Wenn Zeit abgelaufen ist, wird überprüft, ob ein Kind getroffen wurde. Wenn ja, wird der score erhöt.
Schneeball
time: number
draw(): void
move(): void