origin

x : number
y : number

---

background

placeImg() : void

---

tree

draw() : void

---

speed origin

dx : number
dy : number

move() : void

---

cloud

draw() : void

Children

state : string
"drive" "pull"

draw() : void

Snowflake

draw() : void

move

```
                    ●
                    │
                    ▼
      [state=drive]  ◇  [state=pull]
         ╱                  ╲
        ▼                    ▼
  ( driveDownrts )      ( pullUprts )
         ╲                  ╱
          ▼                ▼
            ◇
            │
            ▼
            ◉
```

driveDown

```
              ●
              │
              ▼
       ( move down )
              │
              ▼
[atBottom]   ◇
    │         ╲
    ▼          ╲
( state="pull" )
         ╲     ╱
          ▼   ▼
            ◇
            │
            ▼
            ◉
```

pullUp

```
              ●
              │
              ▼
        ( moveUp )
              │
              ▼
[atTop]       ◇
    │          ╲
    ▼           ╲
( state="drive" )
              │
              ▼
              ◇
              │
              ▼
              ◉
```