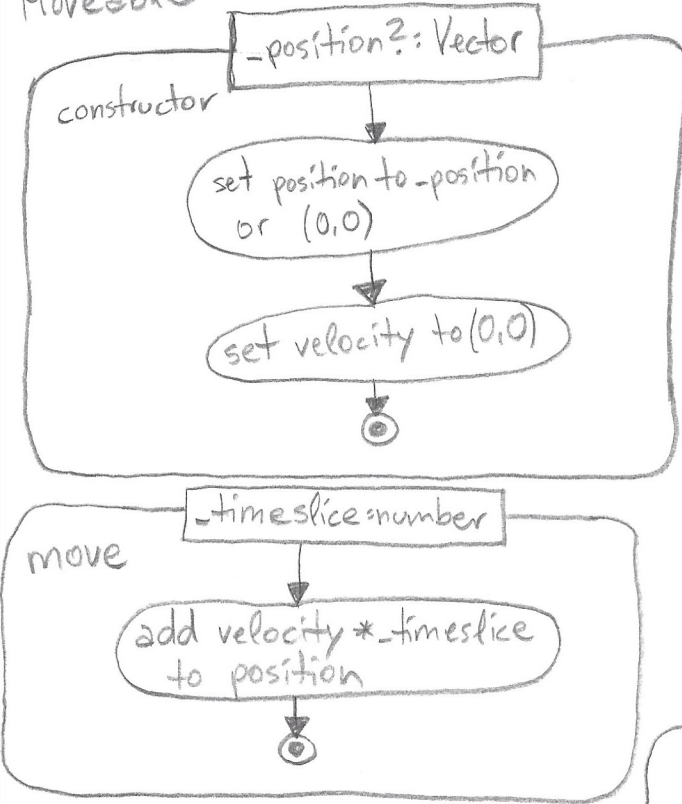


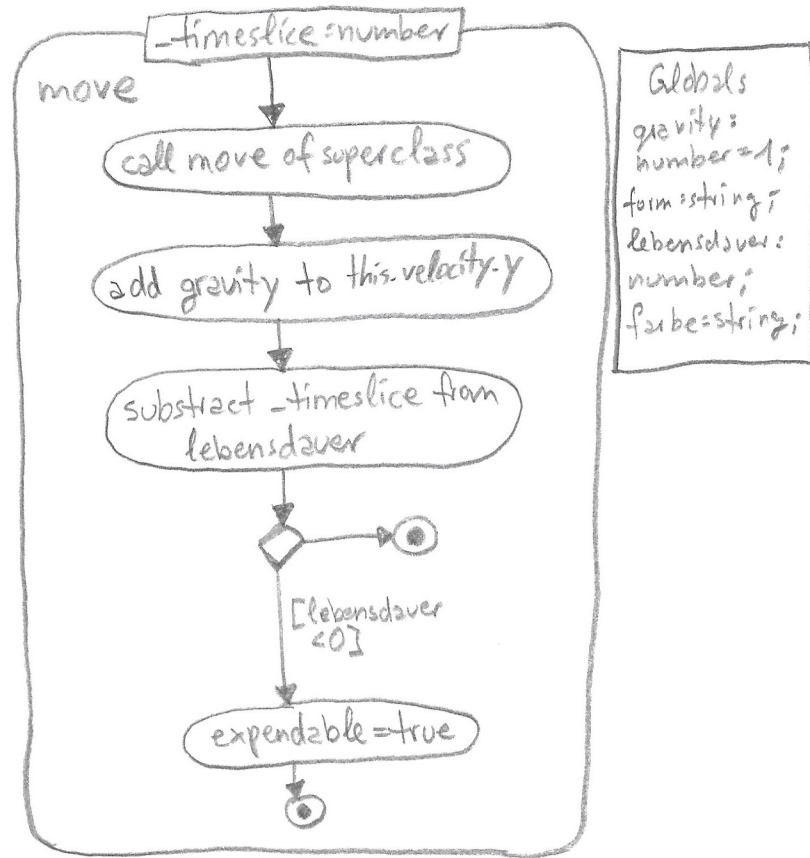
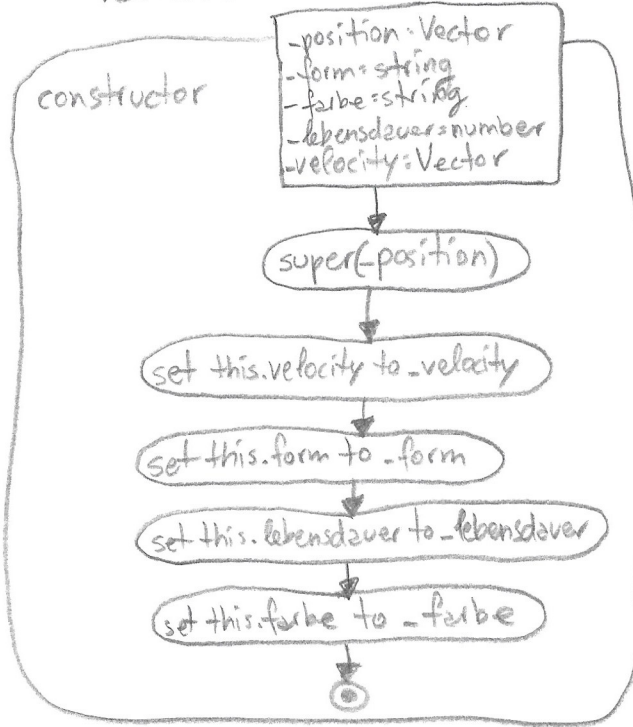
Activity Diagram - Firework

Moveable



Globals
 position: Vector;
 velocity: Vector;
 expendable: boolean = false;

Particle



Globals
 gravity: number = 1;
 form: string;
 lebensdauer: number;
 farbe: string;

