createObject — _event: MouseEvent, rockets: RocketDatabase[]

- get mousePosition
- get rocket with auswahl
- create Particle

createParticle — _mousePositionX:number, _mousePositionY:number, _farbe:string, _lebensdauer:number, _form:string, _anzahl:number

- create Vector with mousePosition
- create count of Particles with anzahl random placed on circle
- create Vector velocity
- push particle to moveables Array

update

- draw Background
- move moveables
- draw moveables
- deleteExpendables

deleteExpendables

- delete Particle from Array