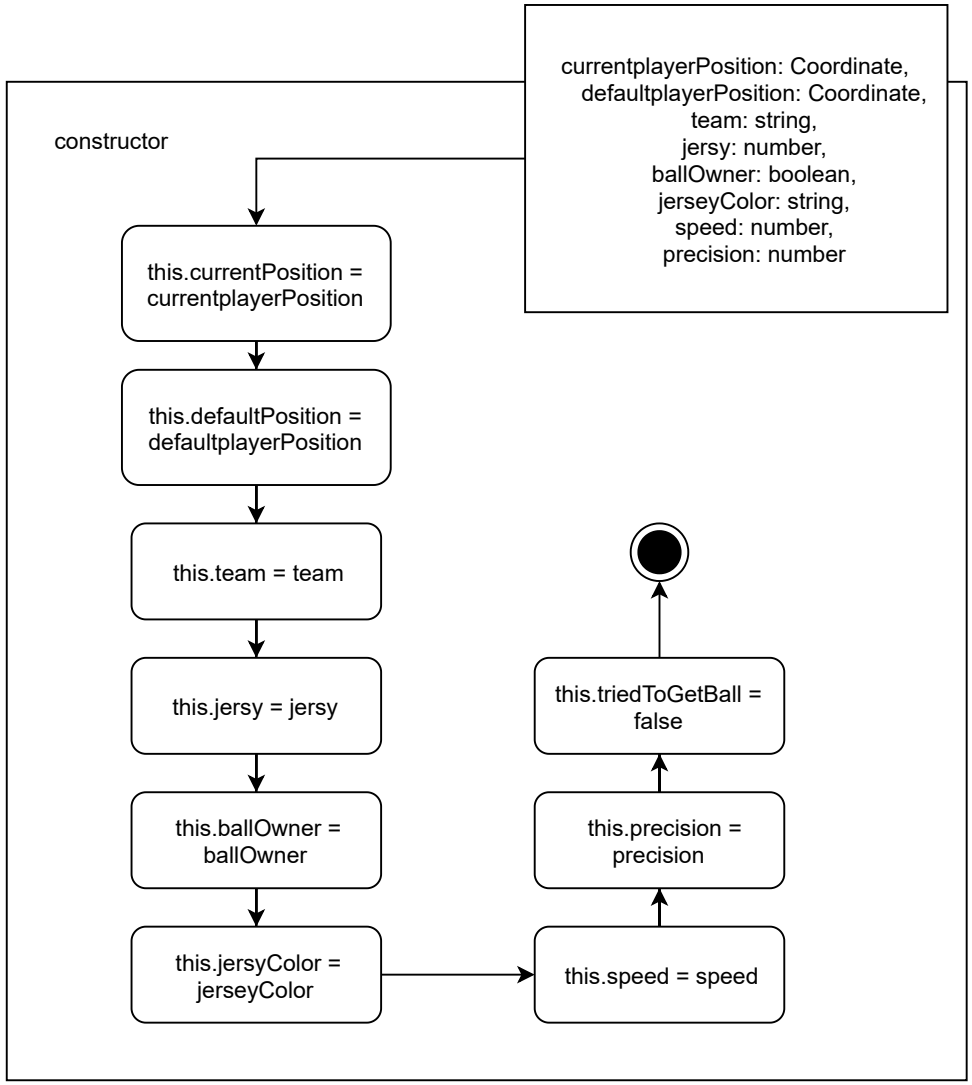
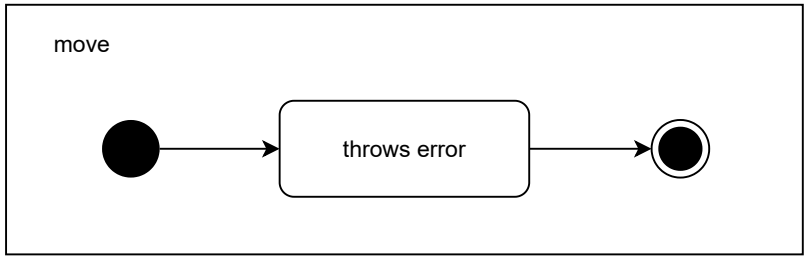
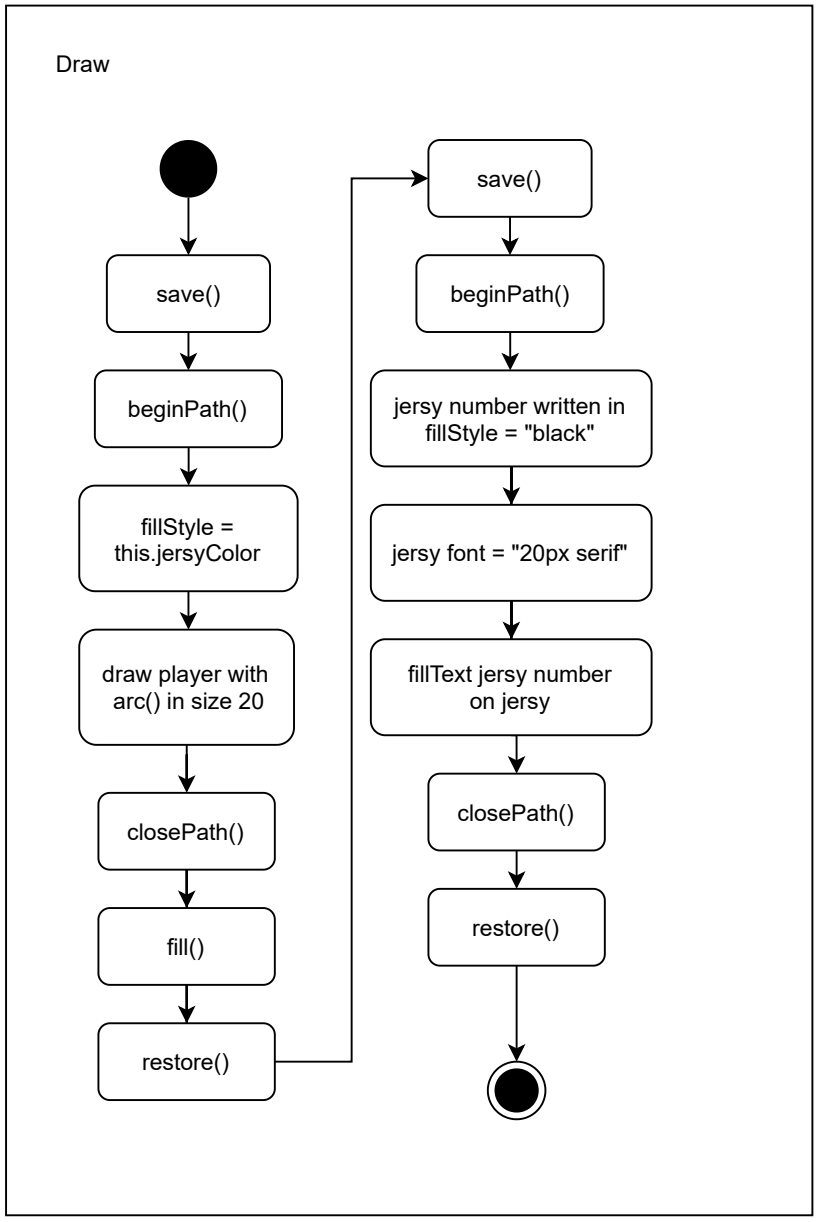
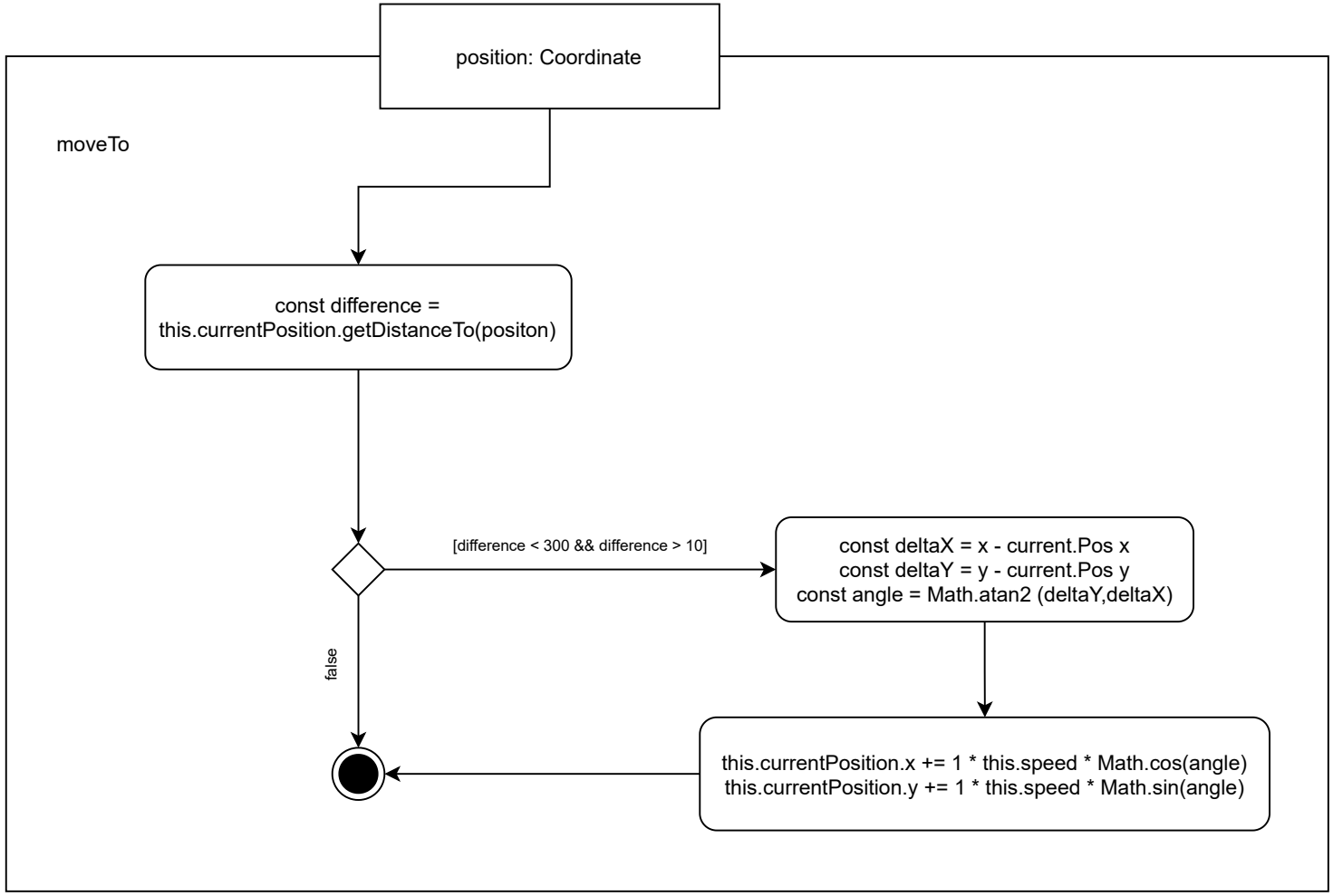
Player Activity Diagram








position: Coordinate
moveTo
const difference =
this.currentPosition.getDistanceTo(positon)
[difference < 300 && difference > 10]
const deltaX = x - current.Pos x
const deltaY = y - current.Pos y
const angle = Math.atan2 (deltaY,deltaX)
false
this.currentPosition.x += 1 * this.speed * Math.cos(angle)
this.currentPosition.y += 1 * this.speed * Math.sin(angle)