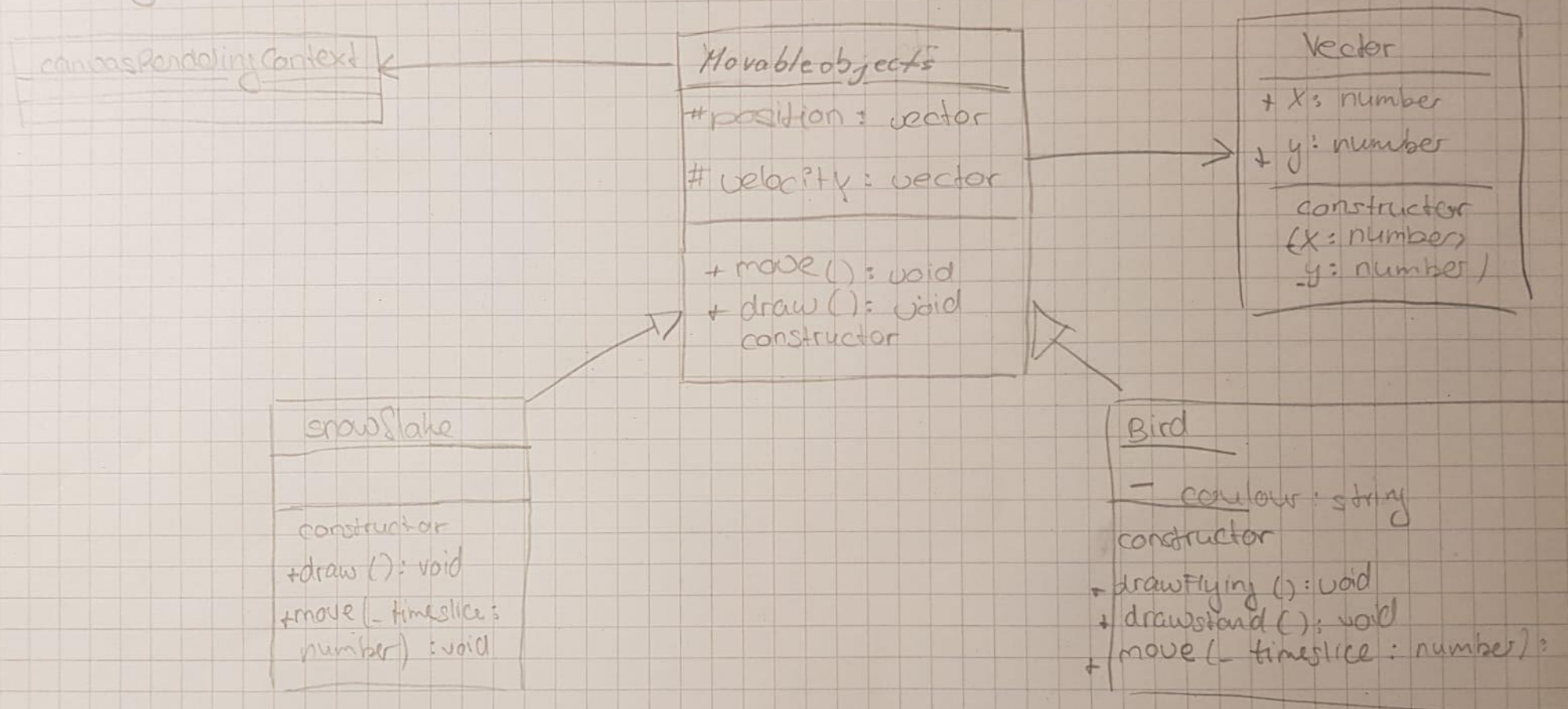
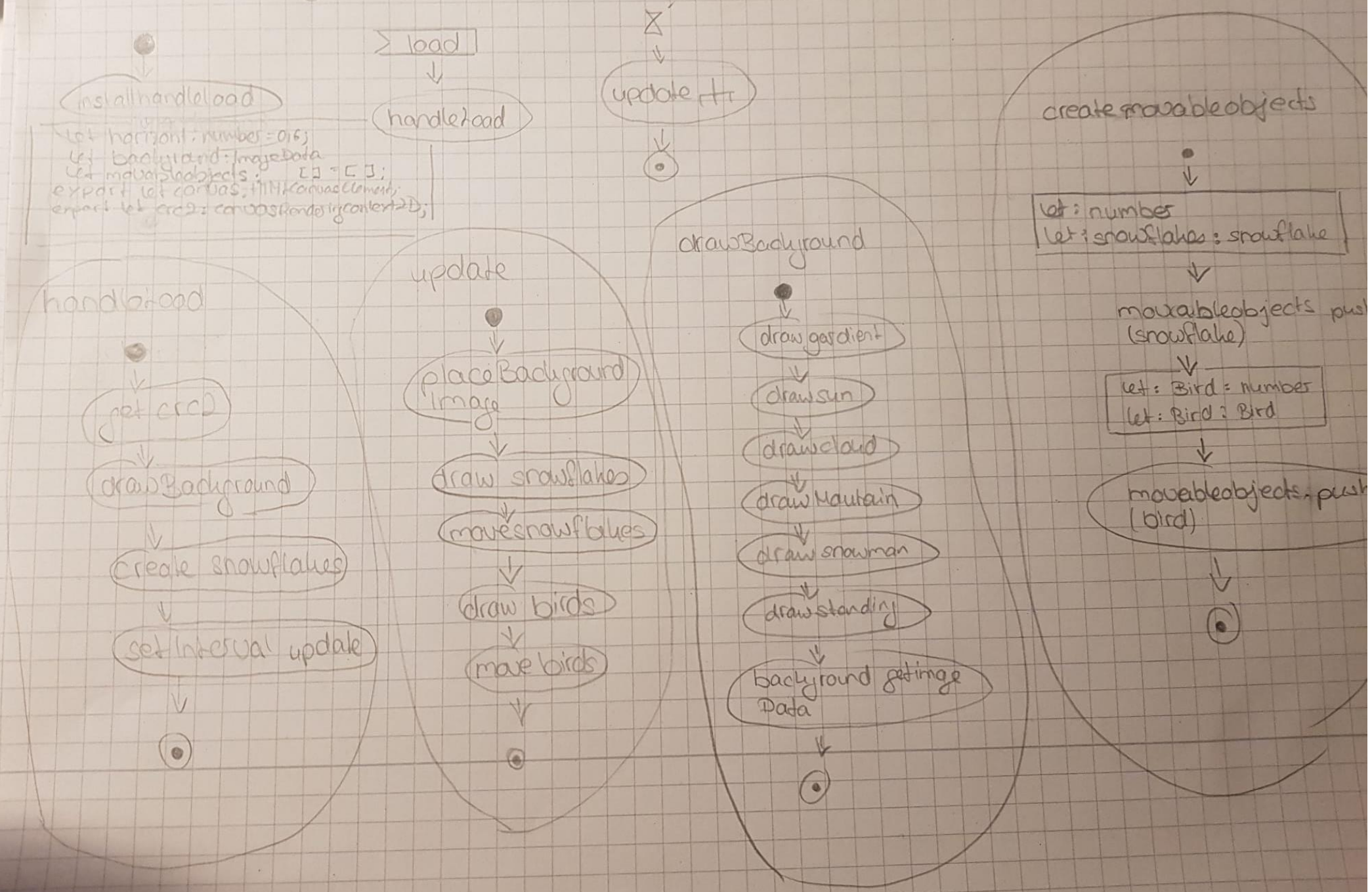


Class Diagram : 2.10 Birdhouse Class

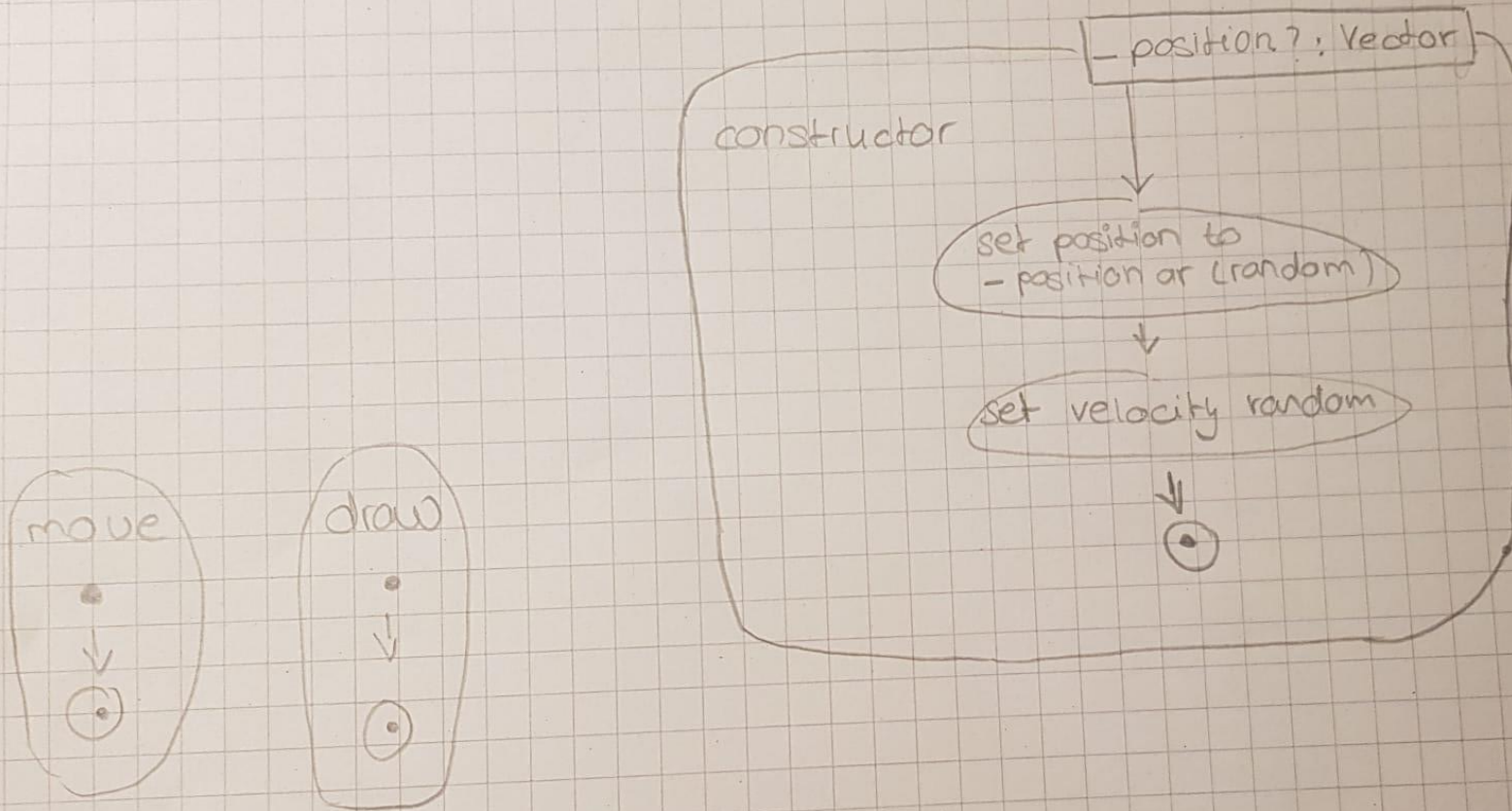


2.10 Activity - Diagramm - Main

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2.10 Birdhouse Classes: Activity Diagramm - Movable objects



BirdhouseClasses: Activity Diagramm - Bird

drawStanding

save transform

translate to this position

draw path

restore transform

drawFlying


save transform

translate to this position

draw path

restore transform

move

new position (1) 

[position comp co]


add canvas dimension to component

[position comp. > canvas dimension]


subtract canvas dimension from component

shoot

make hitbox around position

delete this bird → 

click

shoot 

time slice : number

new position



get position

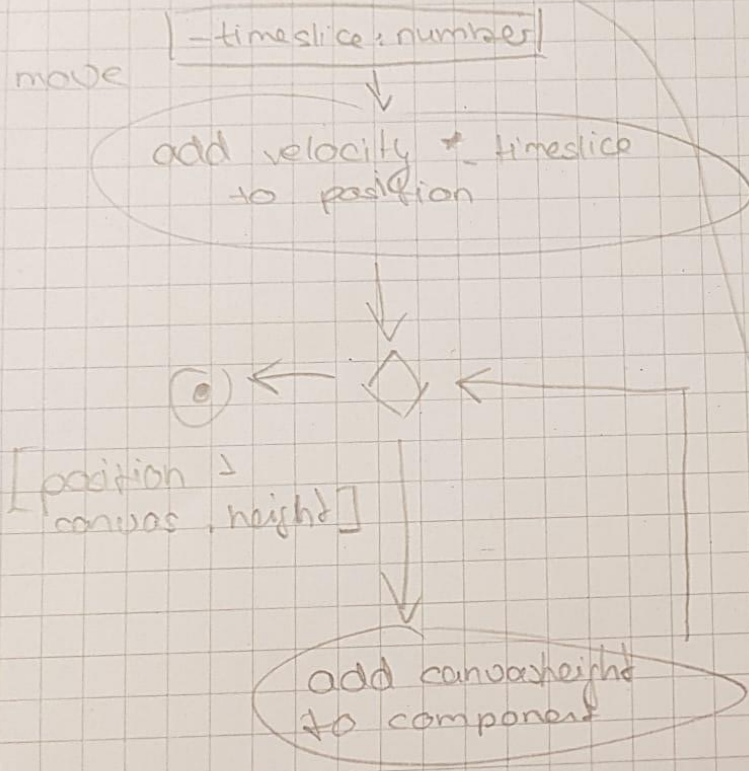


(target_position) *
factor add to
position



tas

Birdhouse Classes: Activity Diagramm - Snowflake



draw

