Superklasse

MovingObjects

xPos : number;
yPos : number;
xSpeed : number;
ySpeed : number;
restart : number;
end : number;
color1 : string;
color2 : string;

wave ();
draw ();

(Parameter) xPos, yPos

Bubble [redacted]

radius : number;

wave ();
draw ();

extends

(Parameter) xPos, yPos, color1

Foods [redacted]

radius : number;

wave ();
draw ();

extends

(Parameter) color1, color2

Fish1

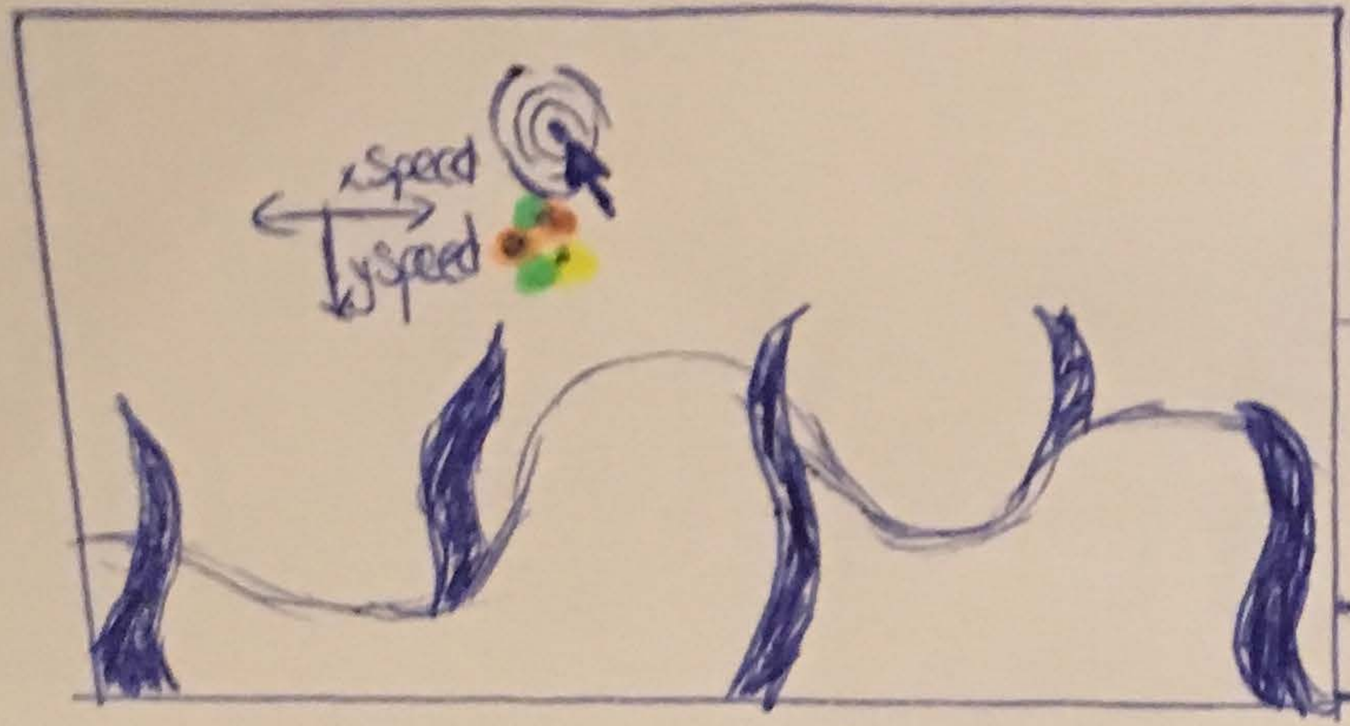
wave ();
draw ();

extends

Fish 2

move ();
draw ();

extends



(simuliert Strömung)

xSpeed → "driften" durch Math.random() unter schwierigen stark

ySpeed → fallen verschieden schnell

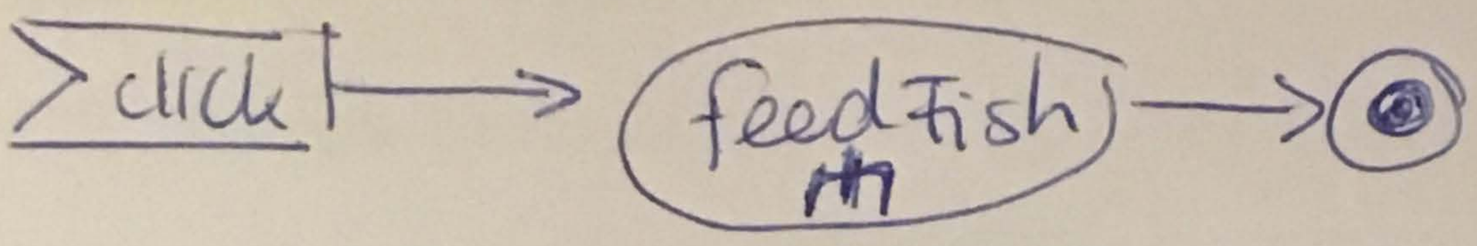
this.end

⇒ Bereich, indem

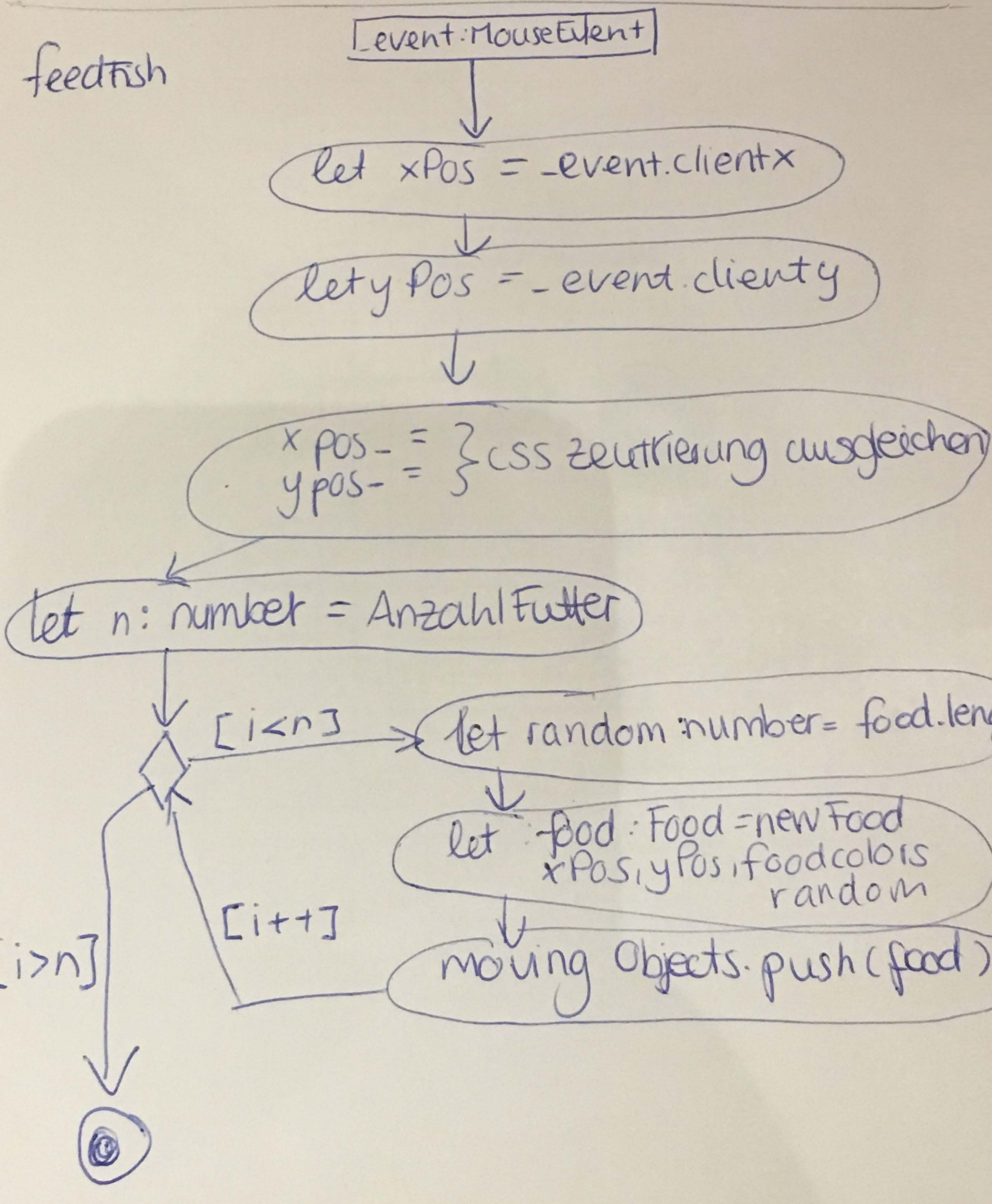
xSpeed = 0

ySpeed = 0

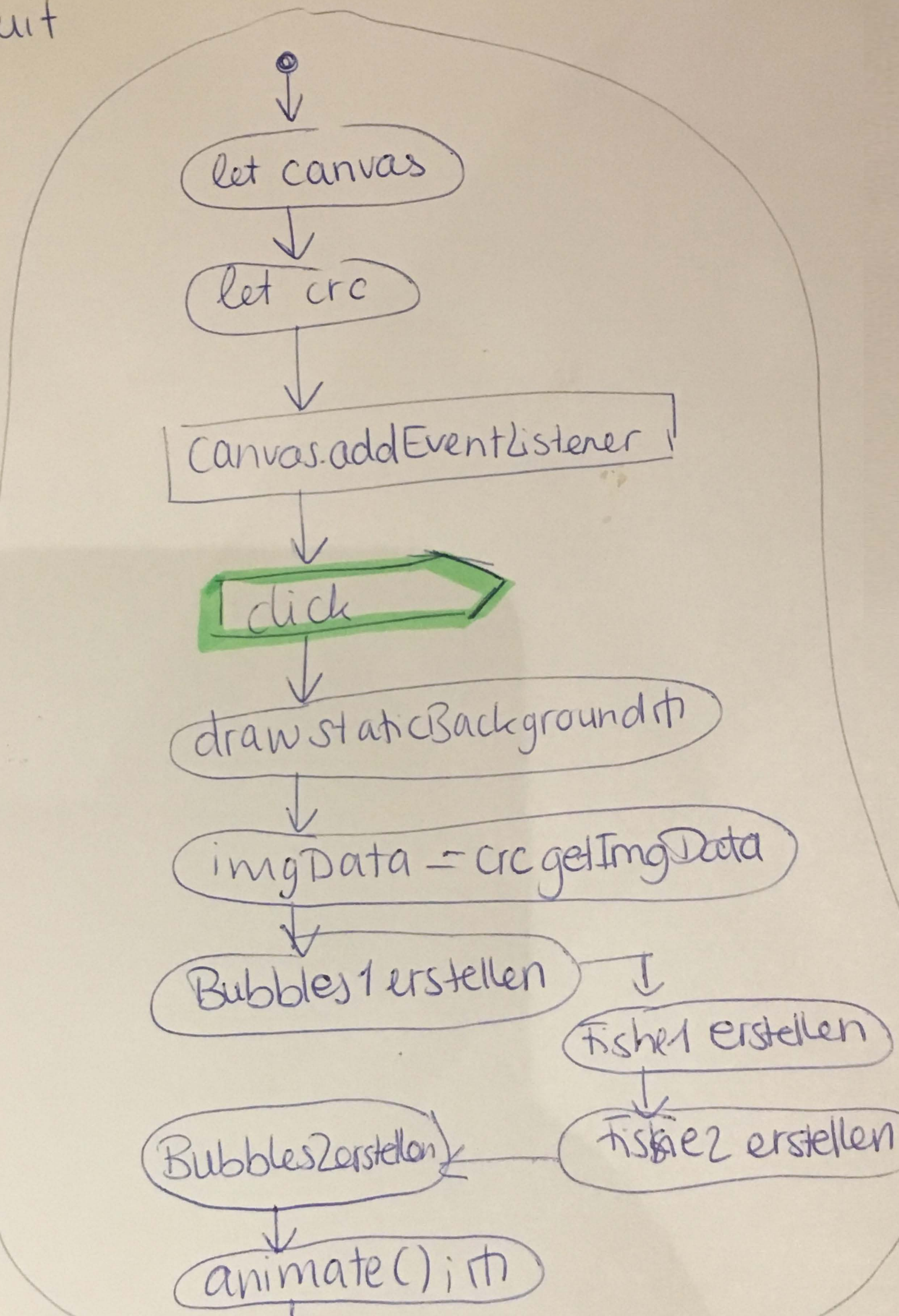
canvas.addEventListener ("click") feedFish



feedFish



init


let canvas
let crc
canvas.addEventListener
click
drawStaticBackgroundth
imgData = crc.getImgData
Bubbles1 erstellen
Fisher1 erstellen
Fisher2 erstellen
Bubbles2erstellen
animate();th