Ententeich: Use-Case-Diagram

viewer

- Start
- Enten anklicken
- Enten bewegen

Ententeich: UI-Scribble

house

mountain

cloud

tree blossoms

cherry blossom tree

reeds

lake

background gradient
- purple
- pink
- blue
- turquoise

blossom

duck
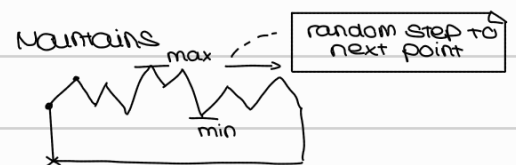
crumbs
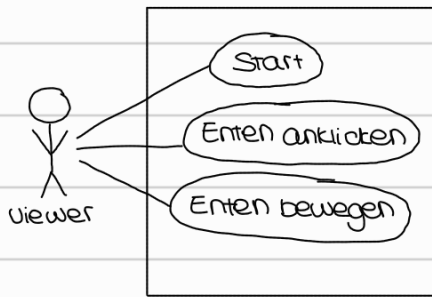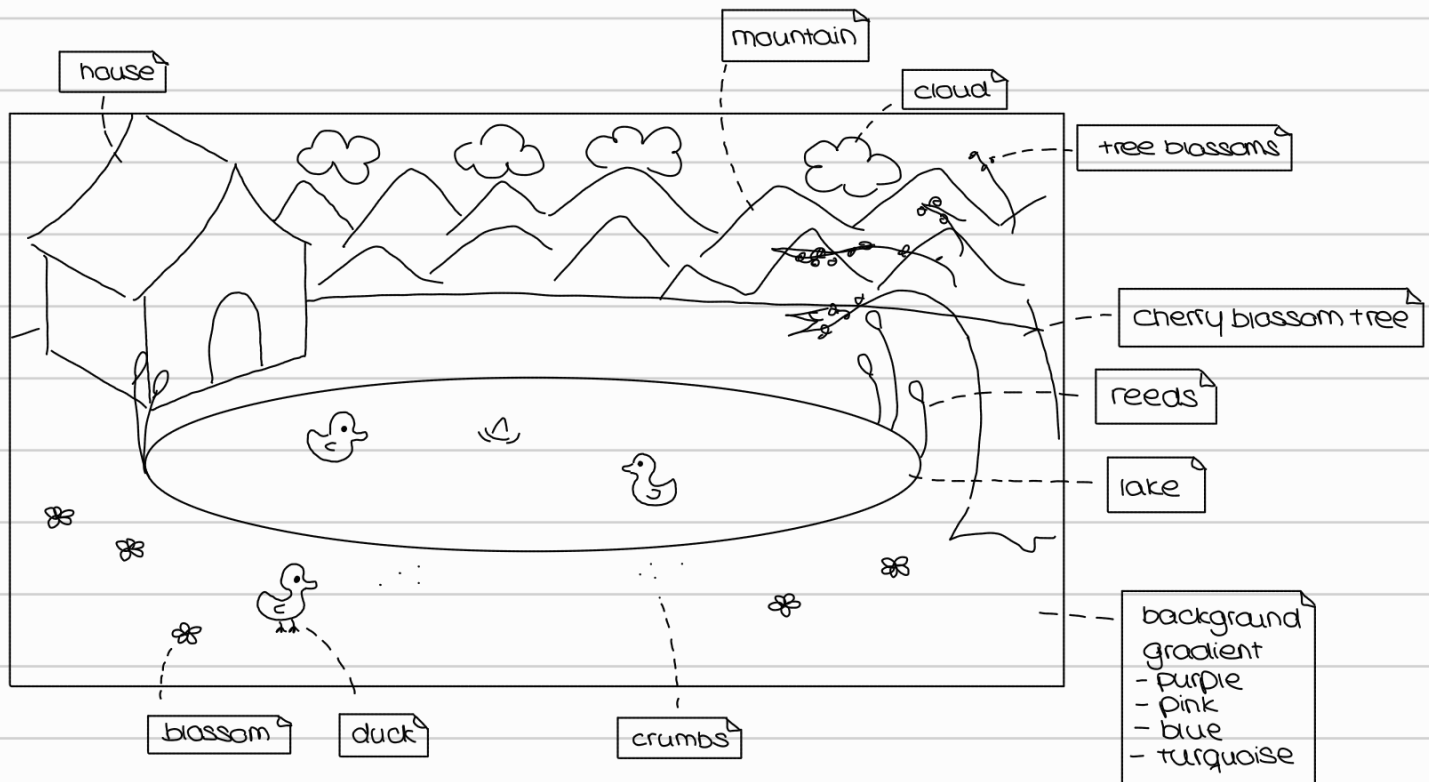
Blossom

size: number
color: string
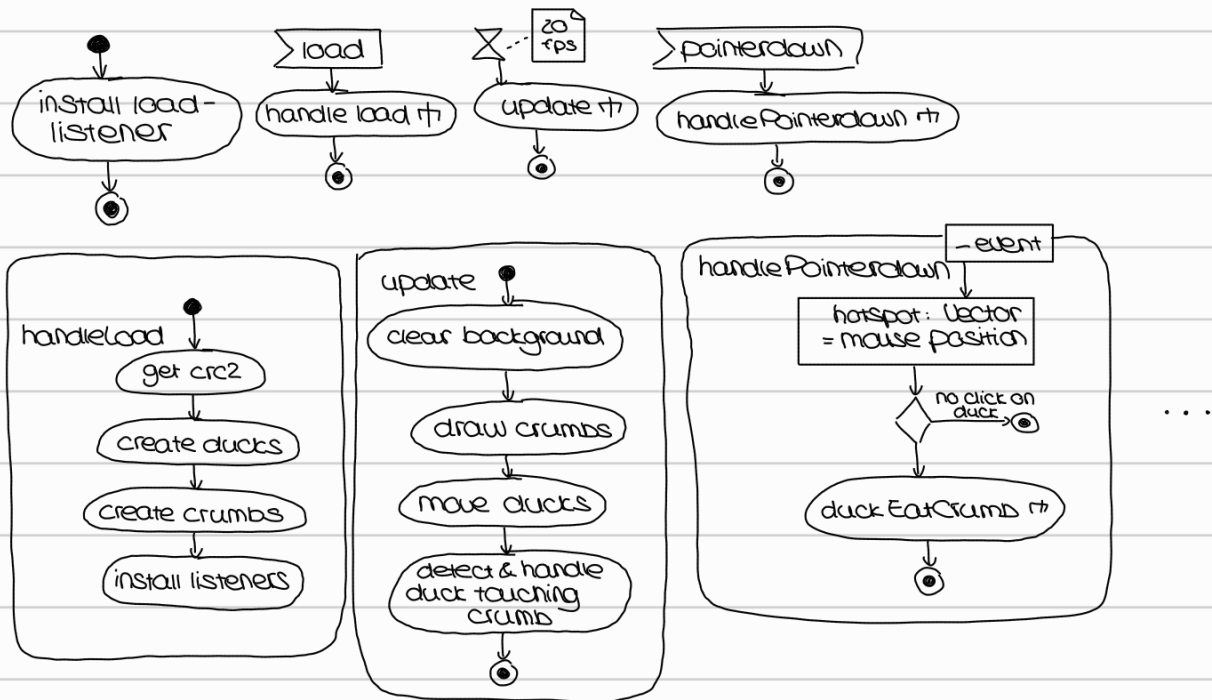position: Vector

draw()
constructor

Duck

size: number
color: string
position: Vector
type: string
direction: (boolean)/ Vector
activity: string

draw()
move()

Cloud

particles randomly placed in area

Gradient
α = 0.5
→ α = 0

Mountains

random step to next point

max

min

Tree Blossoms

size: number
color: string
position: Vector

draw()
constructor

Ententeich: Activity Diagram - Main

install load-listener

load → **handle load rt**

(20 fps) → **update rt**

pointerdown → **handle Pointerdown rt**

handleLoad
- get crc2
- create ducks
- create crumbs
- install listeners

update
- clear background
- draw crumbs
- move ducks
- detect & handle duck touching crumb

handlePointerdown
— event

hotspot: Vector = mouse Position

(decision) no click on duck

duck EatCrumb rt

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Ententeich: Activity Diagram — Ducks

Constructor
_size: number
- position to _,_
- set velocity to random direction (l/r) and random length > min < max
- randomly choose type
- set size to _size

move
_timeslice: number
- add velocity * _timeslice to position
- (decision)
  - add canvas-dimensions to component
  - substract canvas-dimensions from component

draw
- save transform
- translate to position
- scale to size
- draw path representing type
- restore transform