

Strand Classes

Bird

position: Vector
velocity: Vector

Constructor

move (timeslice): void
draw (): void

move [timeslice: number]

↓
Set an offset with
velocity.x and velocity.y

↓
scale the offset with
-timeslice

↓
If the Bird leaves the
Canvas on one side, set
its position to the other
side

The Surfer class looks
exactly the same

Ship

position: Vector
velocity: Vector

Constructor ()

move (-timeslice): void
draw (): void

Palm

X: Number
Y: Number

Constructor ()
draw (): void

Towel

position: Vector
color: string

Constructor ()
draw (): void

Person

position: Vector
rotation: number

Constructor ()
draw (): void

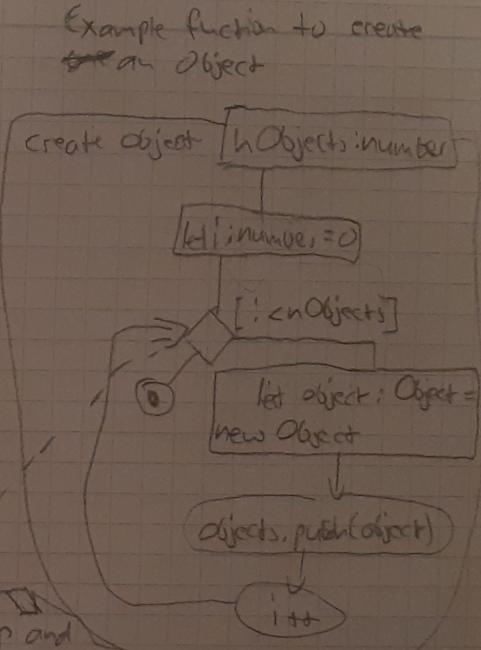
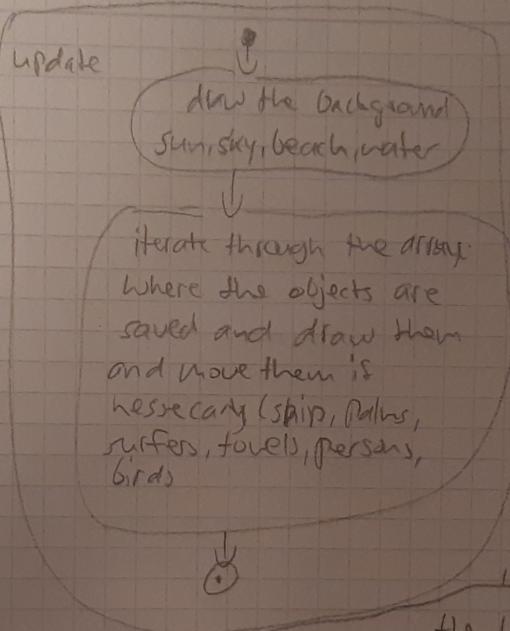
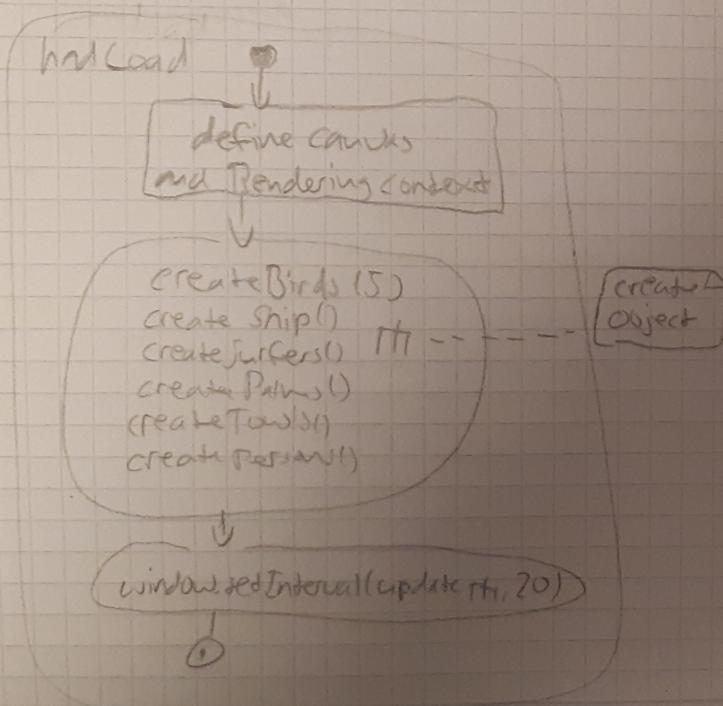
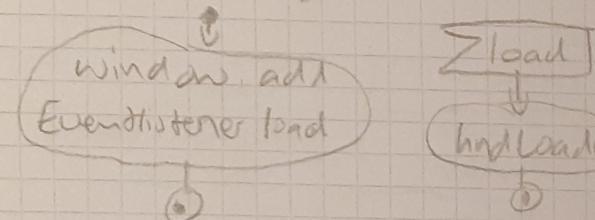
move [timeslice: number]

↓
Set an offset
with the velocity

↓
Scale offset by
-timeslice

↓
If the ship reaches
a certain position on
the x-axis, scale
the CRC by -1,1
to make it swim in
the opposite direction

Main program



arrays:

```
let birds[] = []
```

```
let ships[] = []
```

```
"surfers" " "
```

```
"palms" " "
```

```
"towels" " "
```

```
"persons" " "
```