Technische Analyse

init

1.)

```
       ●
       │
       ▽
┌──────────────┐
│addEventListener│
└──────────────┘
       │
       ▽
   ┌─⧖ click ─┐
       │
       ▽
  ┌─ start fn ─┐
       ┊
       ◉
```

2.)

```
       ●
       │
       ▽
┌──────────────┐
│addEventListener│
└──────────────┘
       │
       ▽
   ⧖ click
       │
       ▽
┌─ showManual fn ─┐
```

3.)

```
       ●
       │
       ▽
┌──────────────┐
│addEventListener│
└──────────────┘
       │
       ▽
   ⧖ click
       │
       ▽
┌─ showHighscore fn ─┐
```
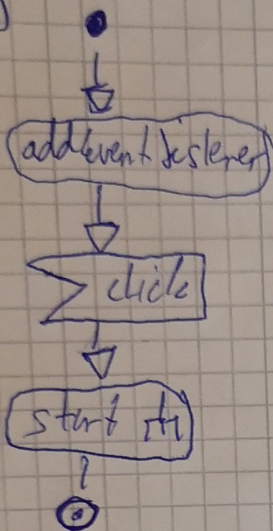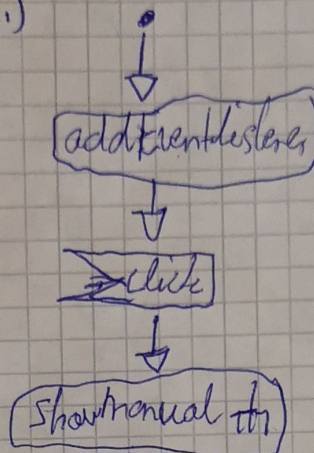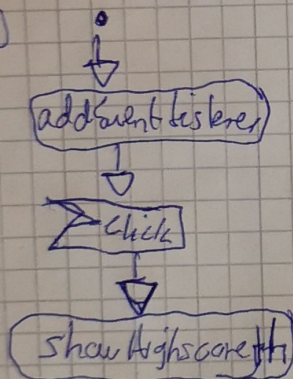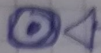
highscores / showManual

HTML Elemente werden angezeigt / verborgen

throwBall

event: Mouse Event

x = number
y = number

create new Ball
Snowball = new Snowball

push new Ball in Array
snow snowballs. push

endscreen

HTML-Elemente werden angezeigt / verborgen

send button wird angezeigt

highscore wird angezeigt

Start

```
            ▽

  ( Menü screen wird verbergen )

            ▽

     ( Canvas wird angezeigt
  dacumentget ElementbyTagName
  ( canvas) [0].Style. display initial )

     ( Scadfeld anzeigen lassen )

            ▽

       ( add event listener )

            ▽

         ⌐ click ⌐

            ▽

       ( throw Ball (+) )

            ▽

       ( create Child (+) )

            ▽

      ( Schnee wird erstellt )

            ▽

    ( Snow wird in cnvas
   gepusht Schneeflatces (push (snow) )

            ▽

       ( update (+) )

            ▽

            ◎
```

update

```
                          •

            Window.setTimeout (update 1000/fps)

                    let i : number = 0

        i++  ▷  ◇  ─▷  ▷  (A)

                    child[i].move
                    childd[i].draw

                    child.splice(i,1);

                    create child  +i

(A) ─▷ let i : number = 0

    i++ ─▷ ◇ [i = balls.length]

        else  ◇  balls[i].time = 0

    snowballs[i].draw          snowballs[i].draw

    score +=child[i].speed      let i1 : number = 0

                                    i++  ◇  ─▷  update  ─▷ (B)
    child[i].state = shot            [child.length]  score

                                ◇ ─▷ check(i(hit
                                        [shot]
```

update

(B) ⟶ ▷ (if snowballs.length => 25)

↓▽

(endscreen()'H)

↓▽

◉