



Motivs/Objekte:

- Duck
- Tree
- Mountain
- Clouds
- Hut
- Flower
- Bush
- Pond

Class:

Bush
size: vector
color: string
position: vector
draw()
constructor

Hut
position: vector
color: string
size: vector
draw()
constructor

Flower
size: vector
color: string
position: vector
draw()
constructor

Mountain
color: string
size: vector
position: vector
draw()
constructor()

Pond
size: vector
color: string
position: vector
draw()

Tree
position: vector
color: string
color: tree trunk: string
color: leaves: string
draw()
constructor

Cloud
position: vector
color: string
size: number
draw()
constructor

Duck
size: number
color: string
position: vector
type: string
direction: string
draw()
constructor

Sty
size: vector
color: string
position: vector
draw()
constructor