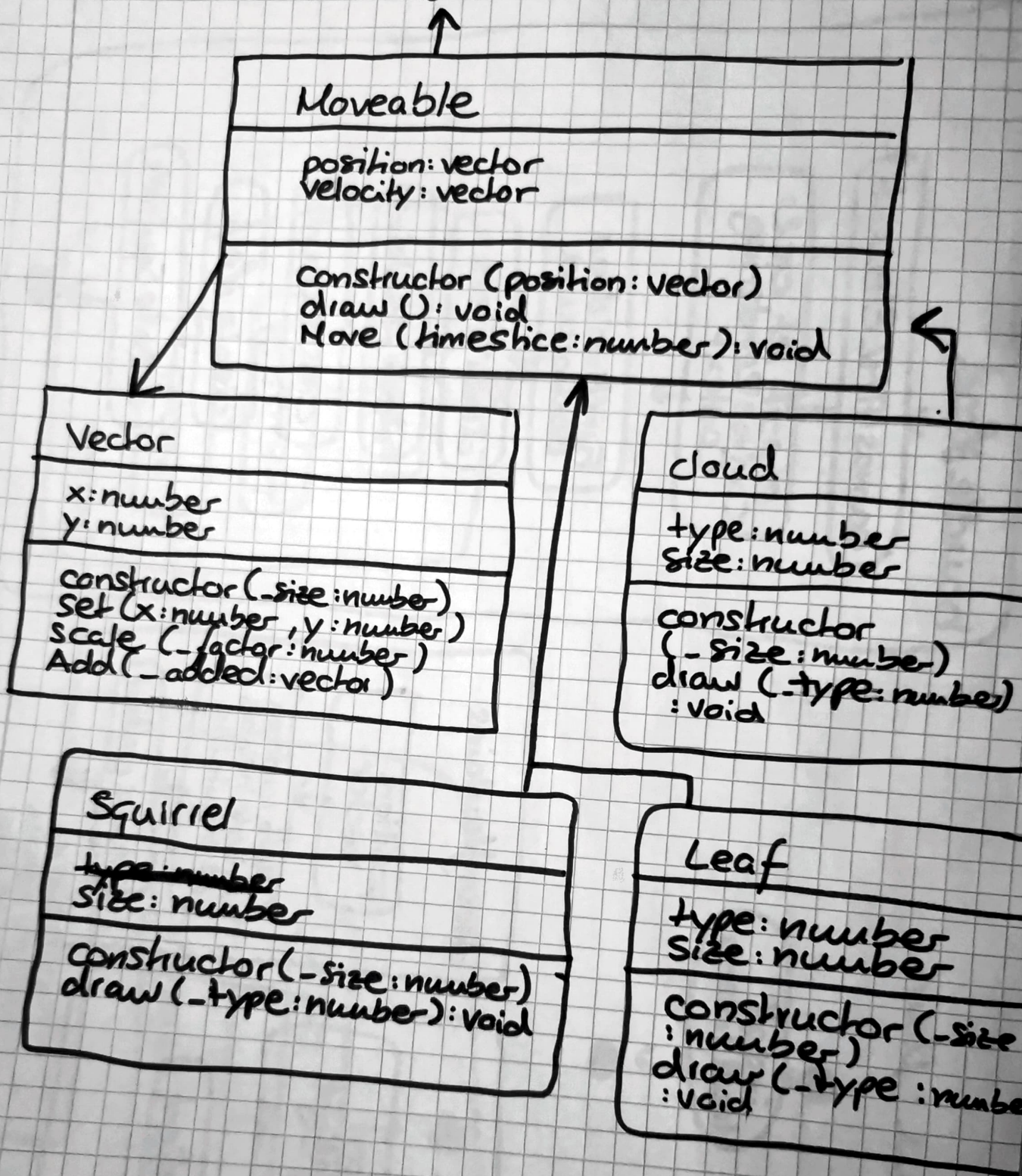
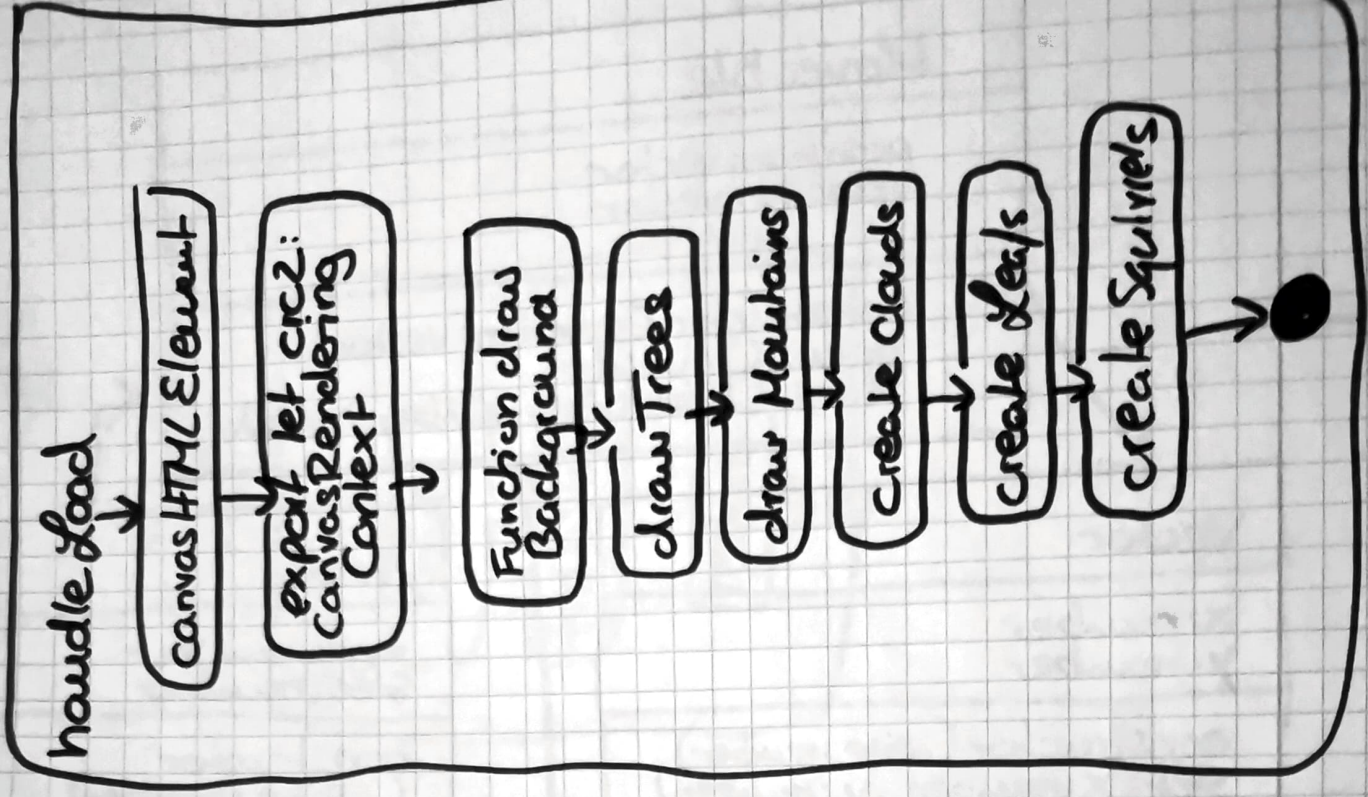
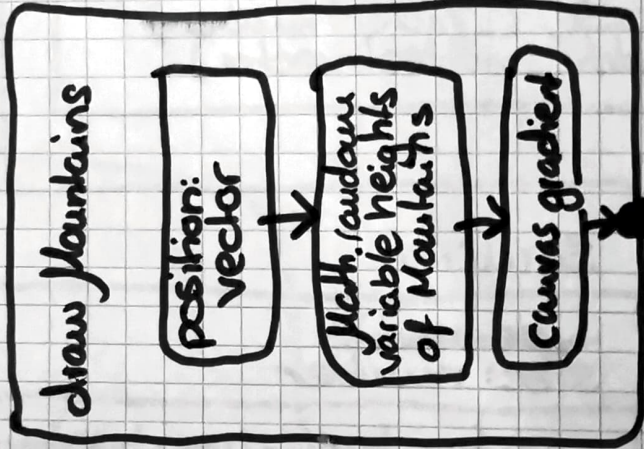
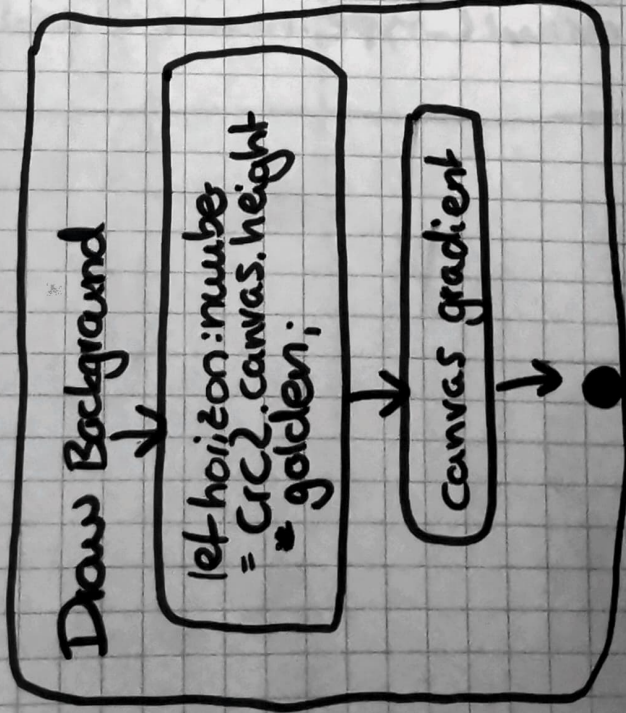
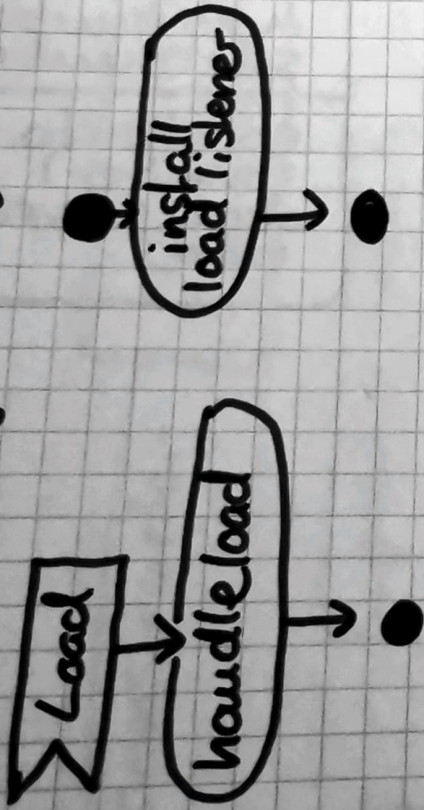


# Rendering Context





# Activity diagram: Main





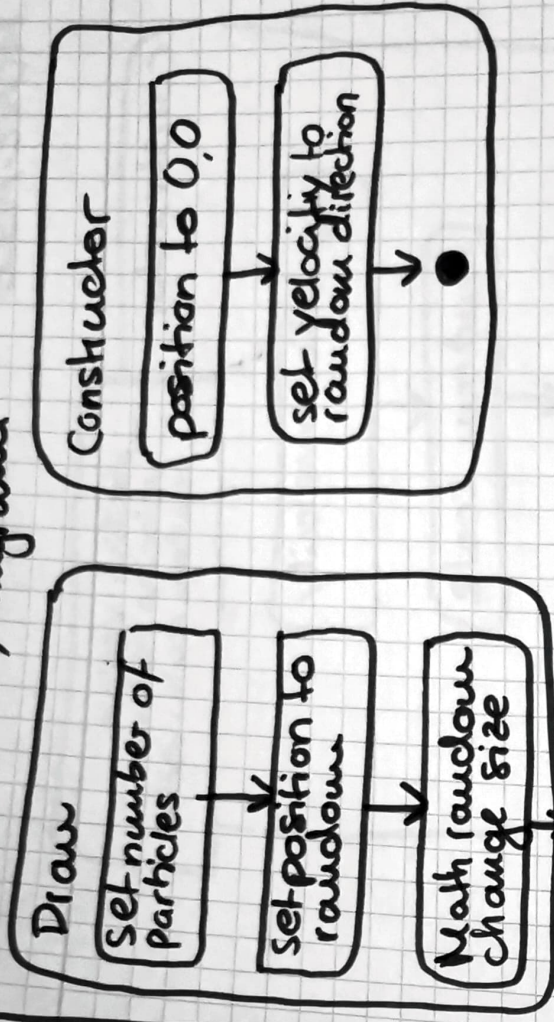
## draw Trees

let nBranches: number  
= 50;

let maxRadius: number  
= 60;

math. Random. let trees  
be different when reloaded

## Cloud Activity Diagram

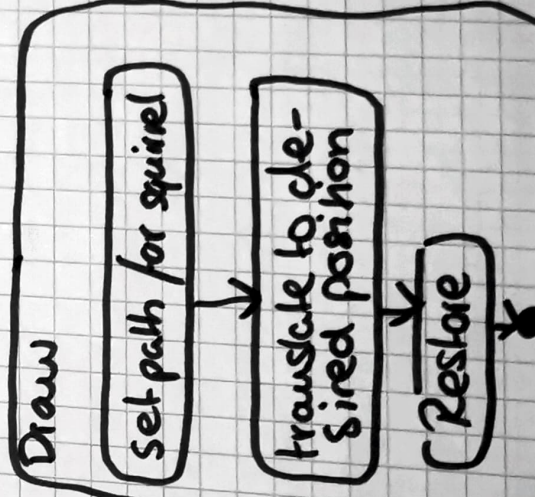


### Constructor

position to 0,0

set velocity to  
random direction

## Squirrel Activity Diagram



### Constructor

position to 0,0

Set velocity to  
random direction



# MOVABLE

