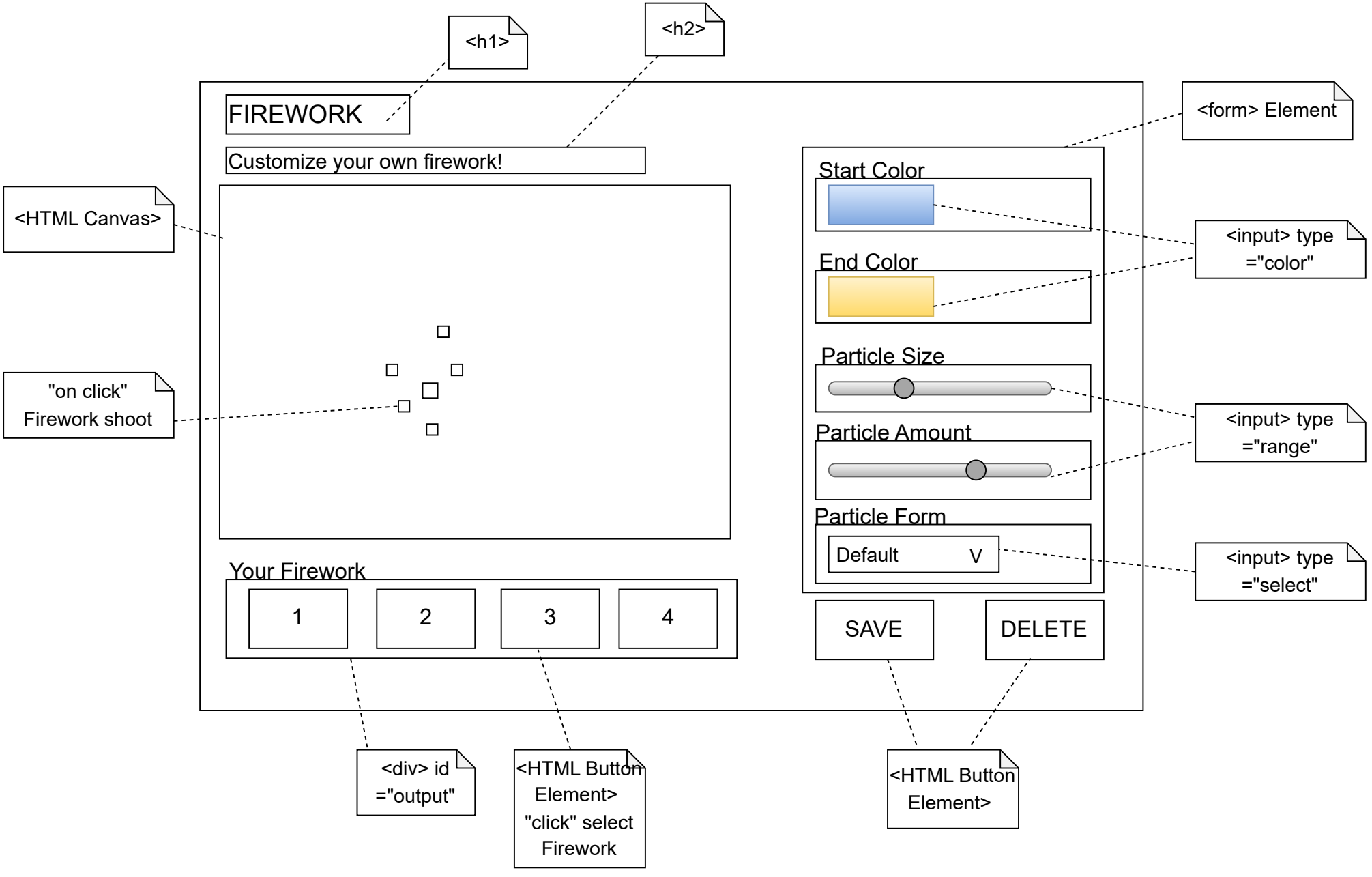
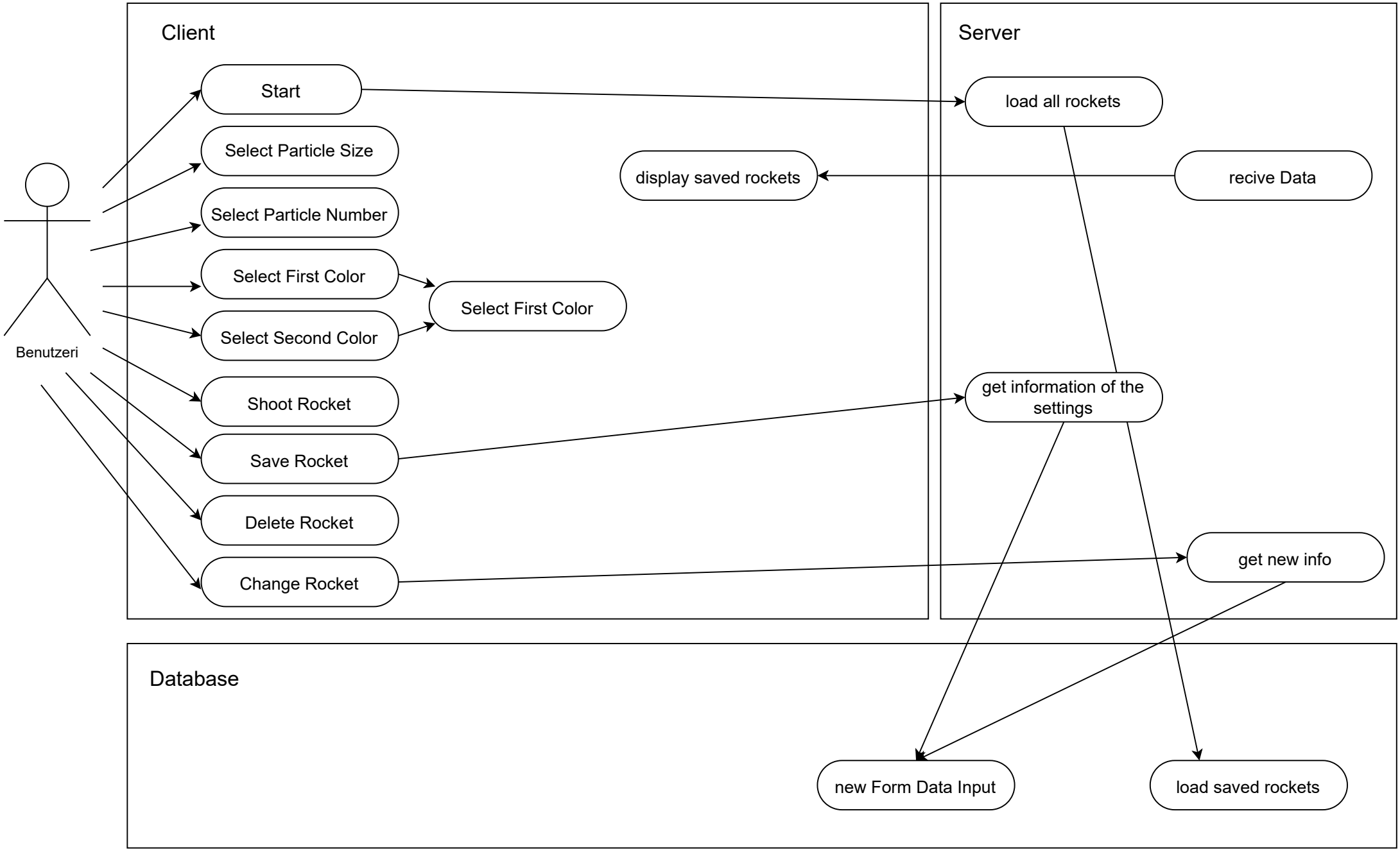
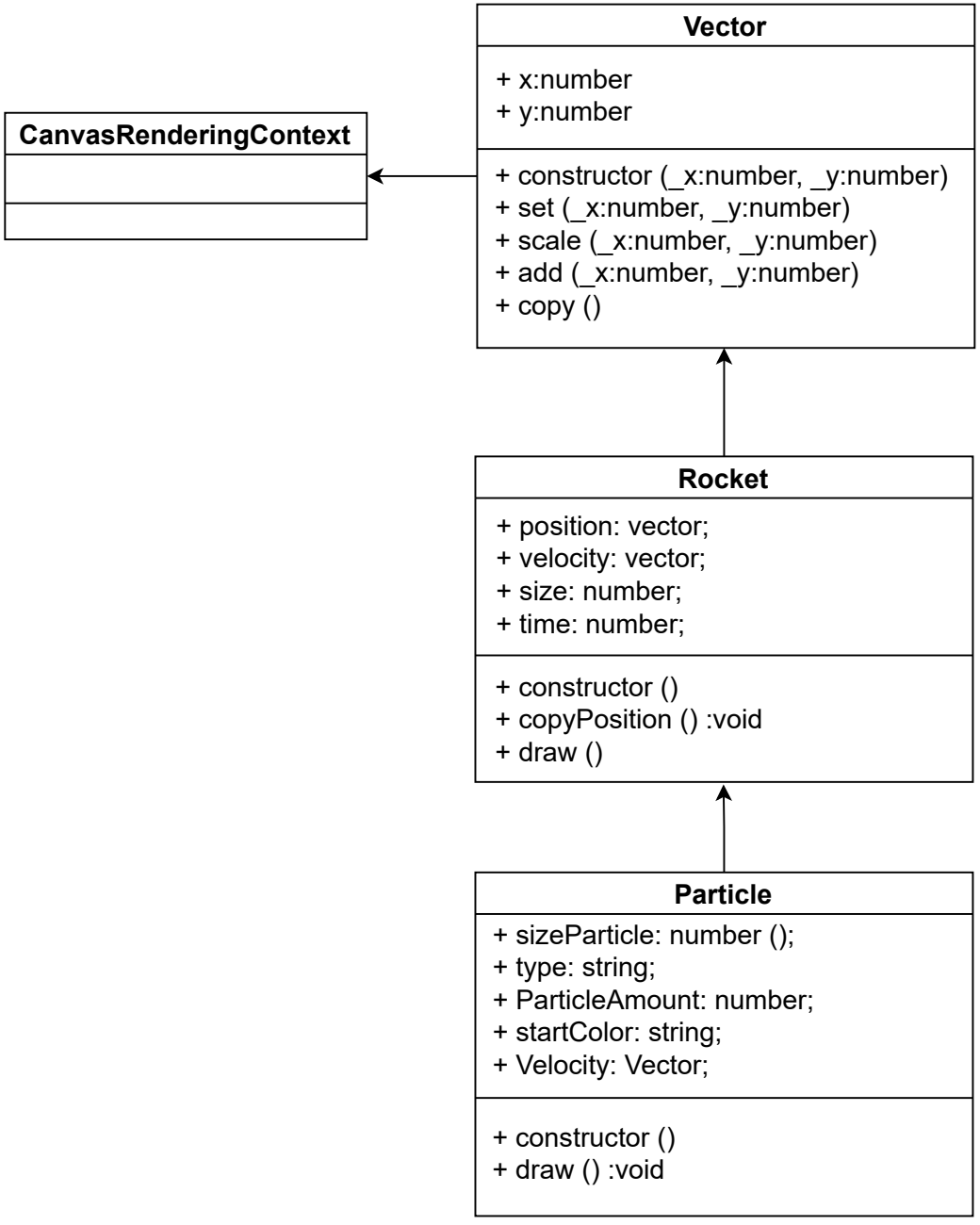
UI Scribble

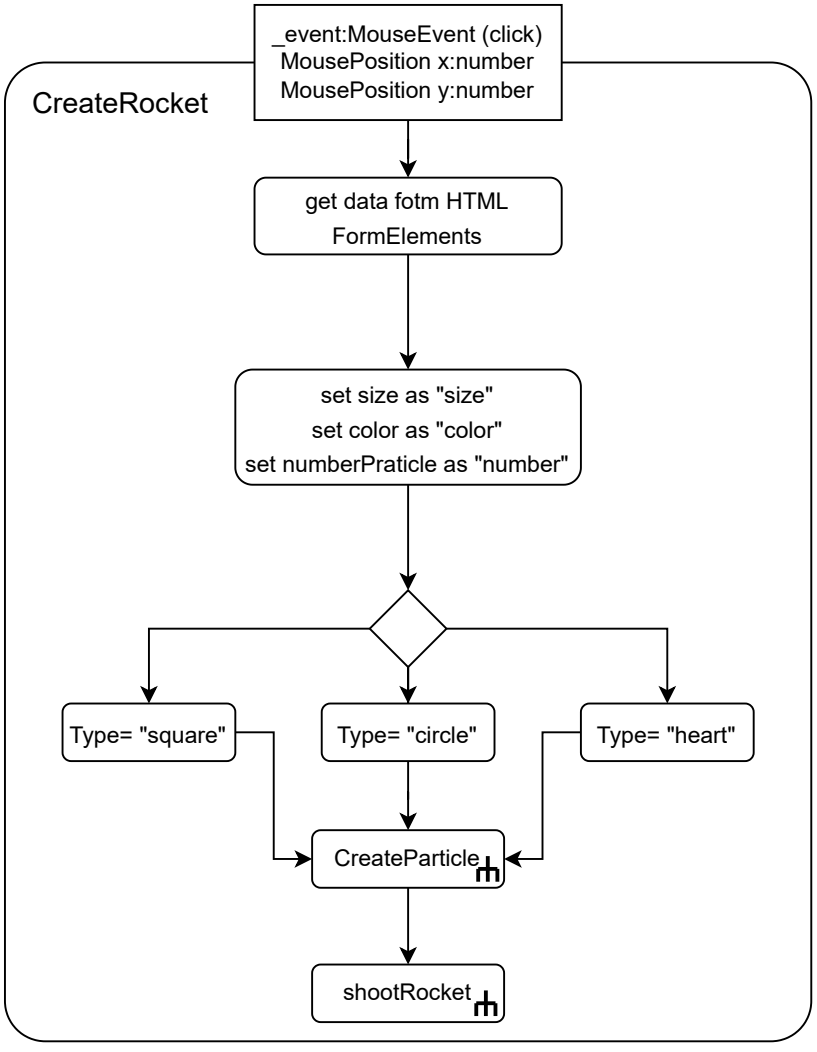

<h1>
<h2>
FIREWORK
Customize your own firework!
<HTML Canvas>
"on click"
Firework shoot
Your Firework
1
2
3
4
 id
="output"
<HTML Button
Element>
"click" select
Firework
<form> Element
Start Color
End Color
Particle Size
Particle Amount
Particle Form
Default
V
<input> type
="color"
<input> type
="range"
<input> type
="select"
SAVE
DELETE
<HTML Button
Element>

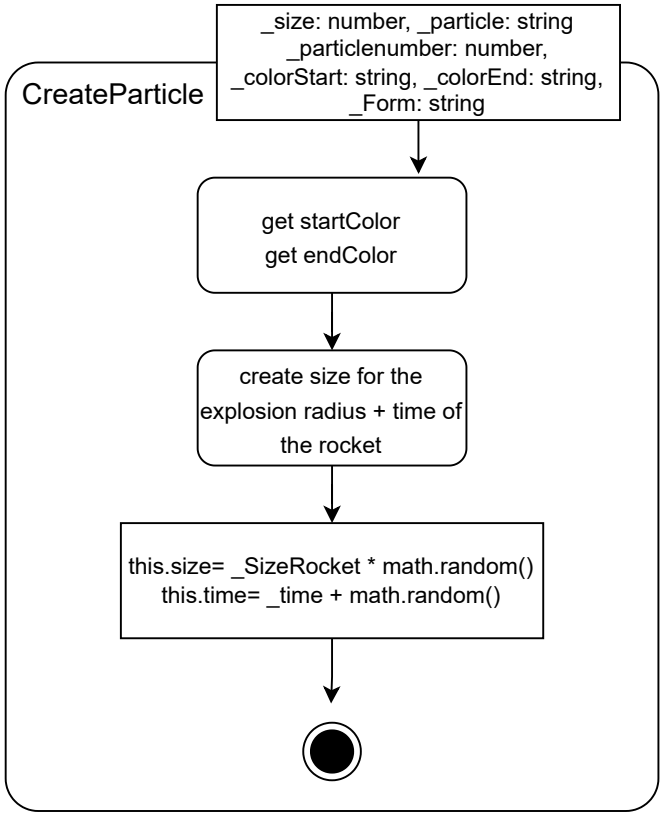
User Interface

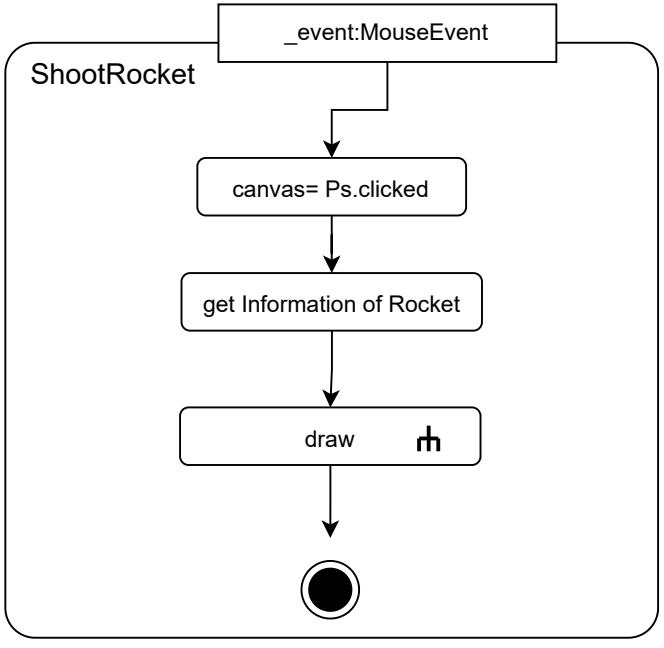


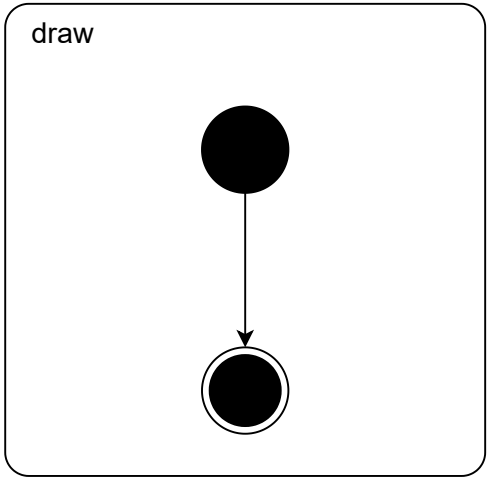
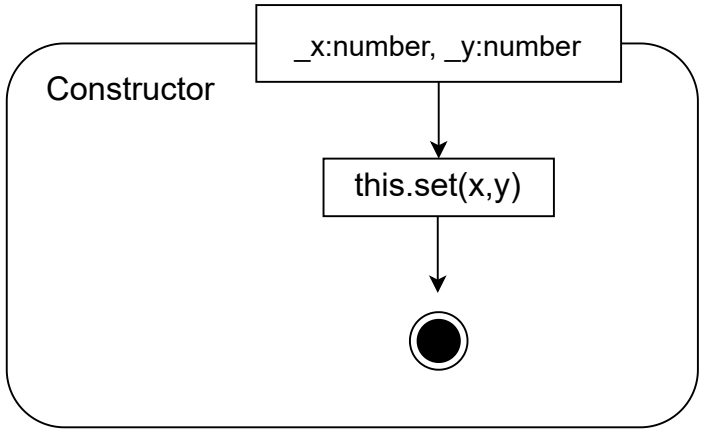
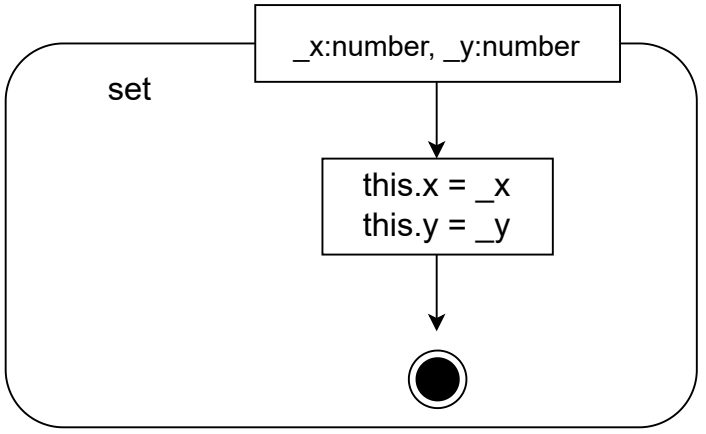
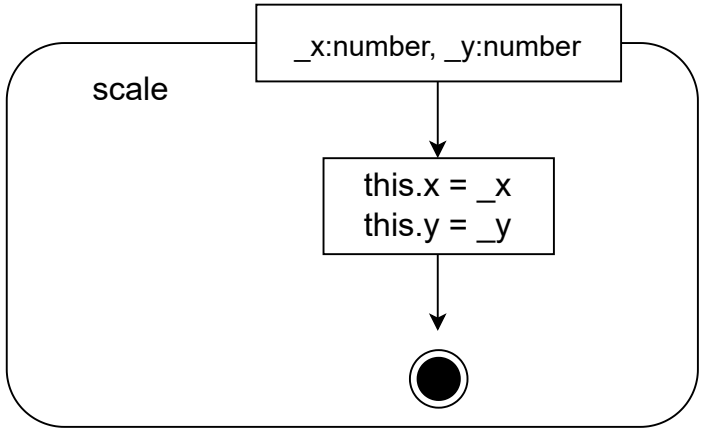
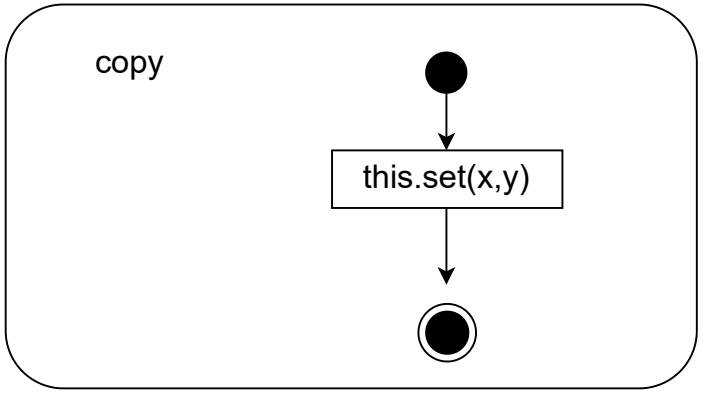

Vector
+ x:number
+ y:number
+ constructor (_x:number, _y:number)
+ set (_x:number, _y:number)
+ scale (_x:number, _y:number)
+ add (_x:number, _y:number)
+ copy ()
CanvasRenderingContext
Rocket
+ position: vector;
+ velocity: vector;
+ size: number;
+ time: number;
+ constructor ()
+ copyPosition () :void
+ draw ()
Particle
+ sizeParticle: number ();
+ type: string;
+ ParticleAmount: number;
+ startColor: string;
+ Velocity: Vector;
+ constructor ()
+ draw () :void

Activity Diagramm Rocket









Activity Diagram Vector