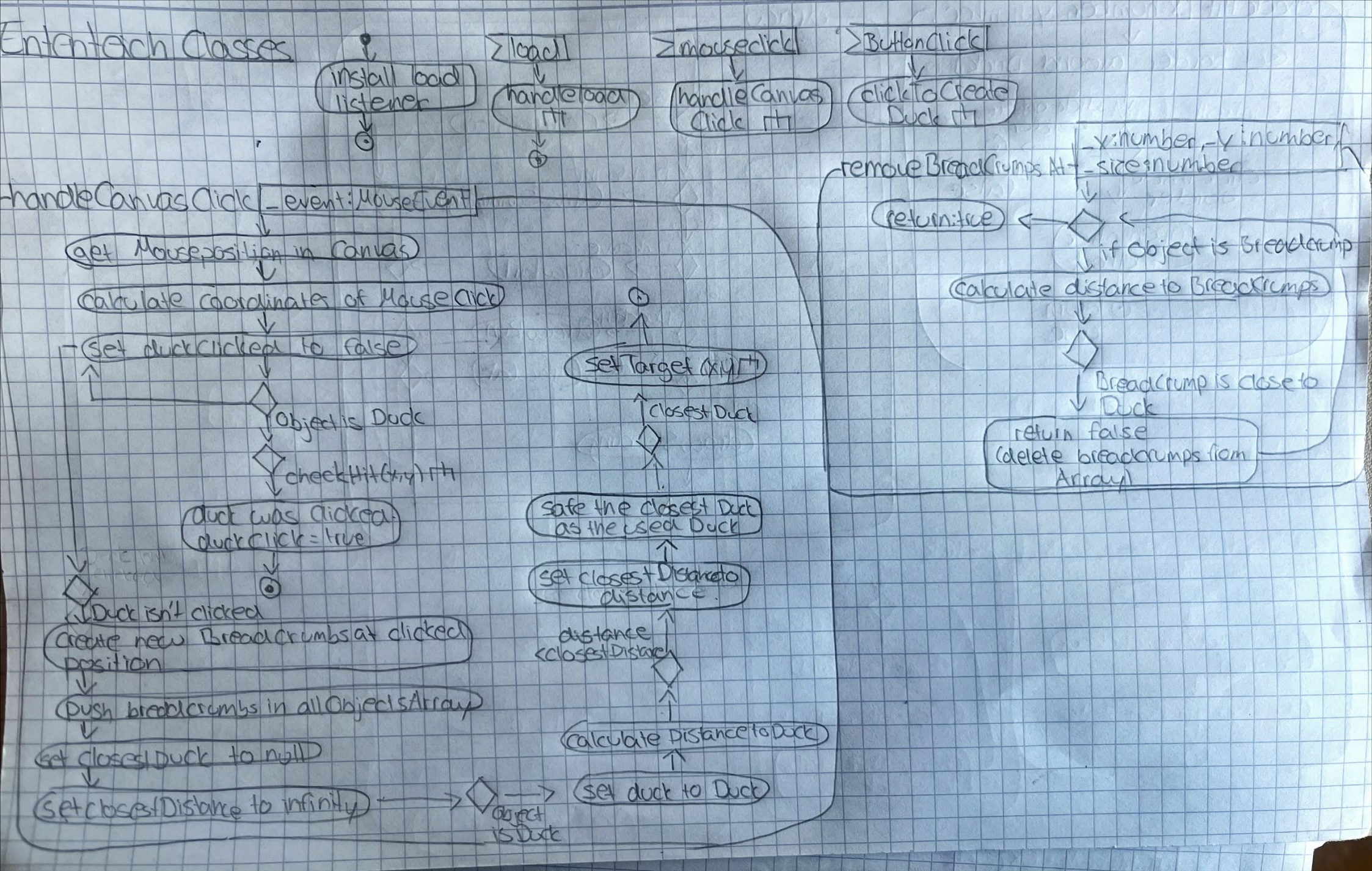
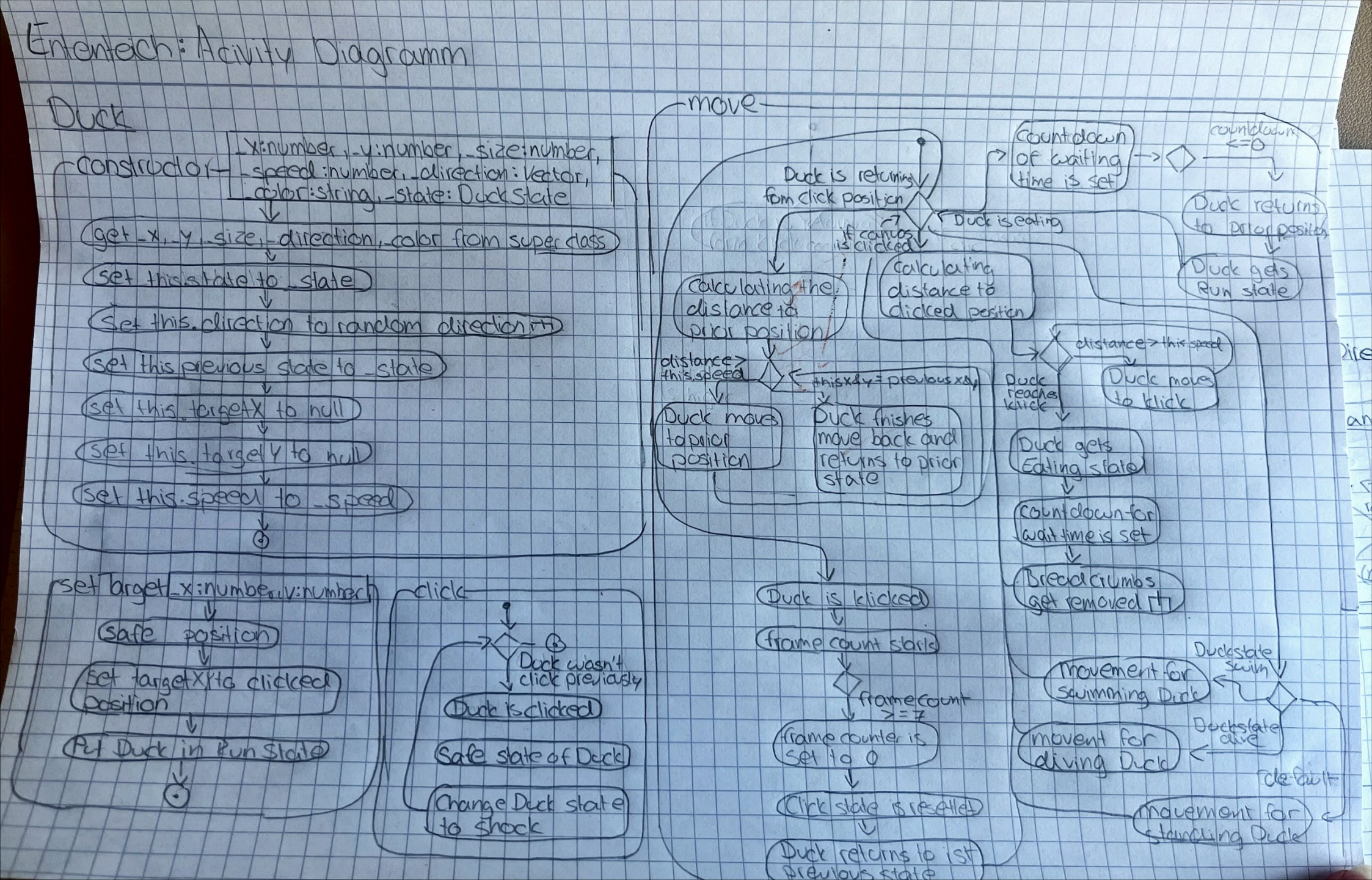
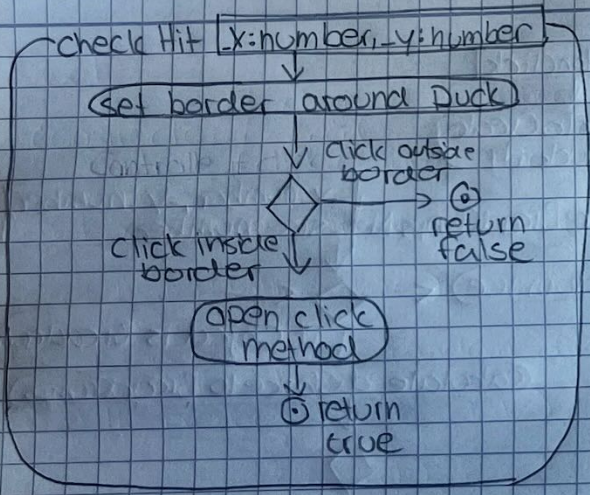
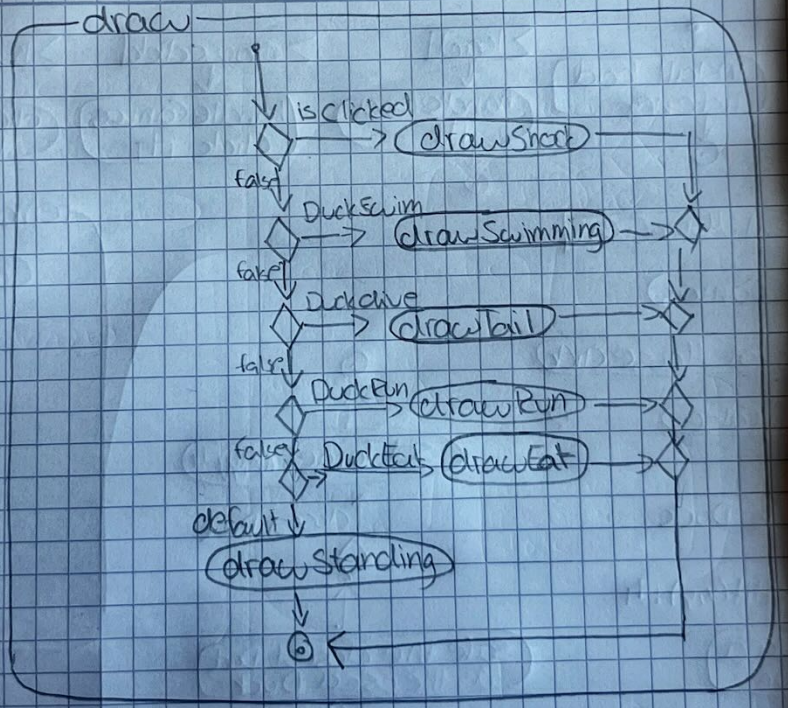
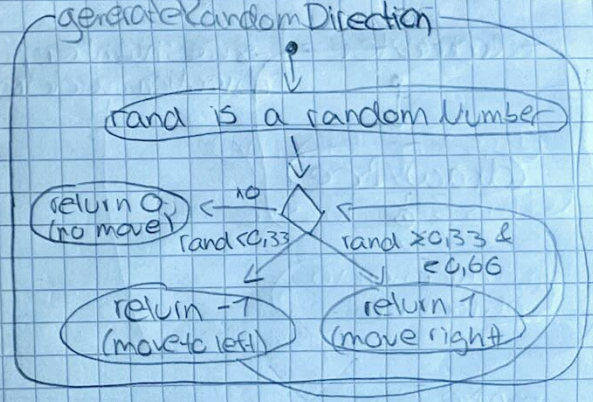
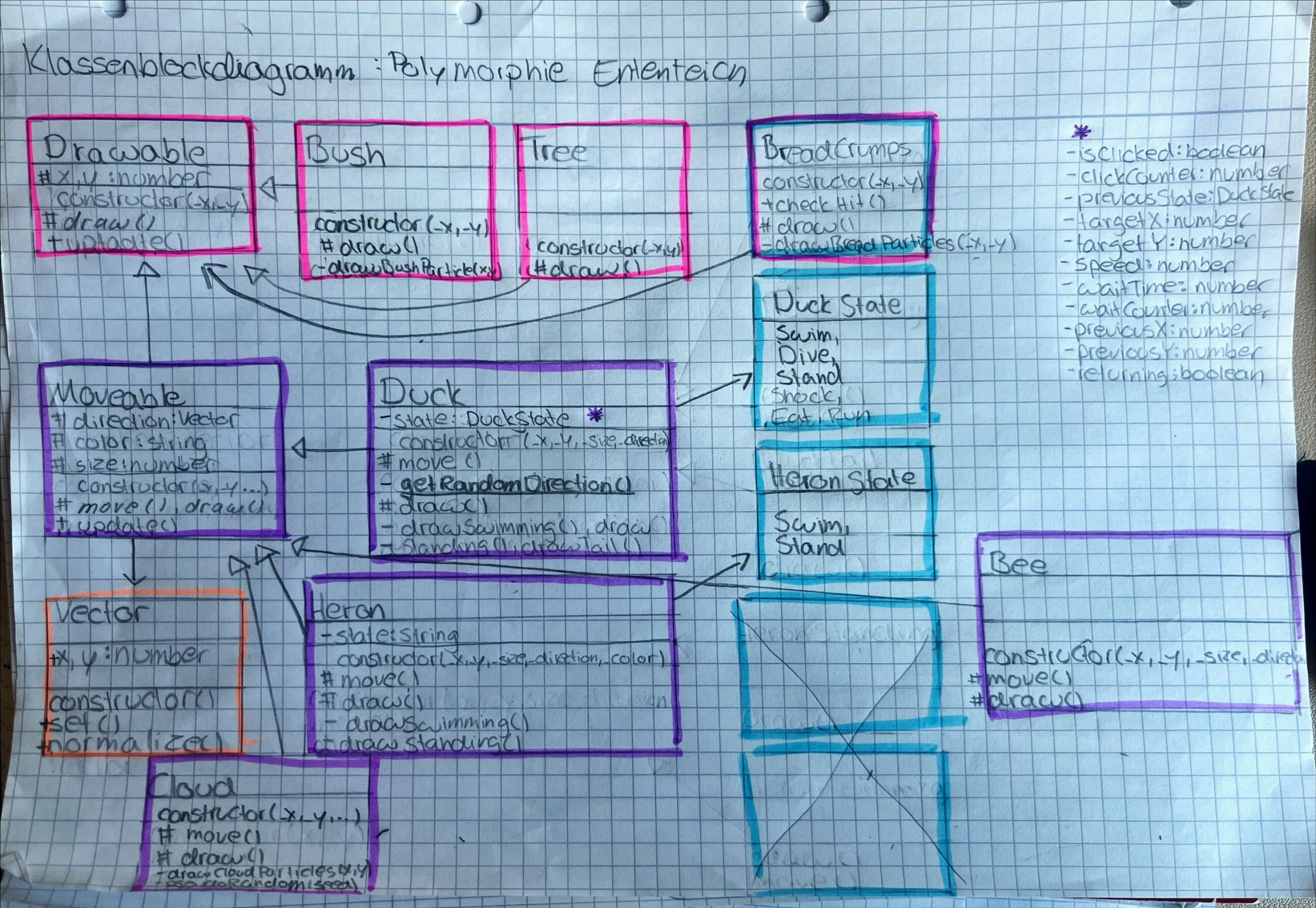

Ent/Each Classes
install load listener
load
handleLoad
mouseclick
handleCanvas Click
ButtonClick
clickToCreate Duck
handleCanvasClick(_event:MouseEvent)
get Mouseposition in Canvas
calculate coordinates of Mouse Click
set duckClicked to false
Object is Duck
checkHit(x,y)
duck was clicked: duckClick = true
Duck isn't clicked
create new Breadcrumbs at clicked position
push breadcrumbs in allObjectsArray
set closestDuck to null
setclosestDistance to infinity
object is Duck
set duck to Duck
calculate Distance to Duck
distance < closestDistance
set closestDistance to distance
safe the closest Duck as the used Duck
closestDuck
setTarget(x,y)
removeBreadCrumbsAt(_x:number,_y:number,_size:number)
return:true
if object is Breadcrump
Calculate distance to Breadcrumps
Breadcrump is close to Duck
return false (delete breadcrumps from Array)

Ententech: Acivity Diagramm




checkHit x:number, y:number
Set border around Duck
click outside border
return false
click inside border
open click method
return true


draw
is clicked
drawSnack
false
DuckSwim
drawSwimming
false
DuckWag
drawTail
false
DuckRun
drawRun
false
DuckEat
drawEat
default
drawStanding


generateRandomDirection
rand is a random Number
return 0 (no move)
x10
rand <0,33
rand >0,33 & <0,66
return -1 (move to left)
return 1 (move right)

Klassenblockdiagramm: Polymorphie Ententeich