Class Leaf

Leaf

Position: vector

Velocity: vector

Color: string

Type: number

Constructor ()

Move(\_timeslice: number): void

Draw(): void

changeDirection(timeslice: number): void

Cloud

Position: vector

Constructor()

Move(\_timeslice: number): void

Draw(): void

Vector

X: number

Y: number

Constructor(\_x: number, \_y: number )

Set (\_x: number, \_y: number): void

Scale (\_factor: number): void

Add (\_addEnd: number): void