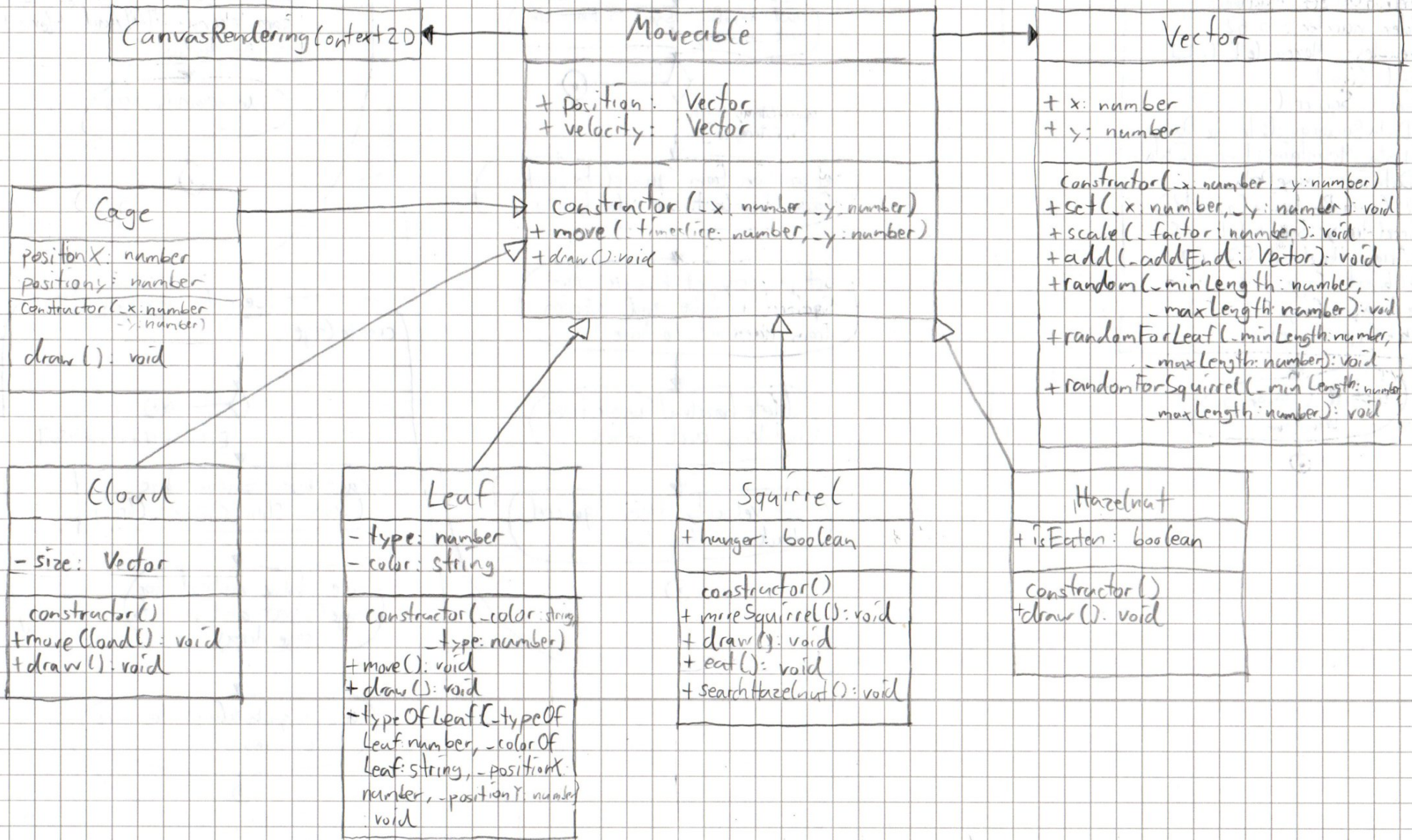
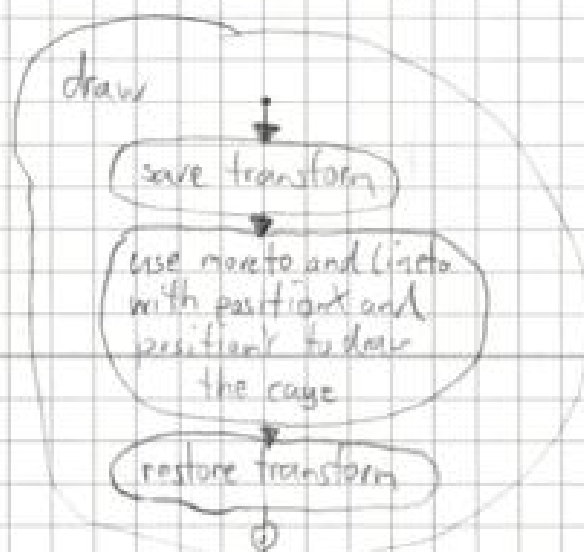
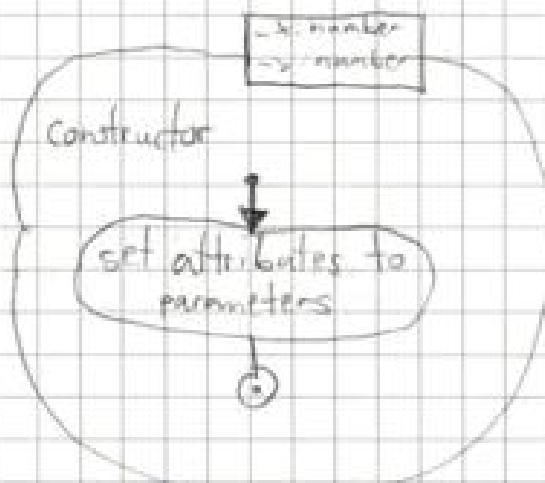
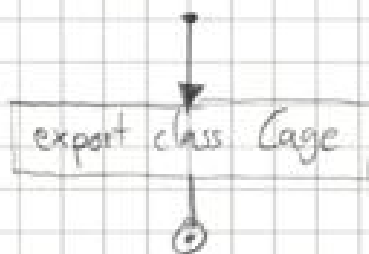


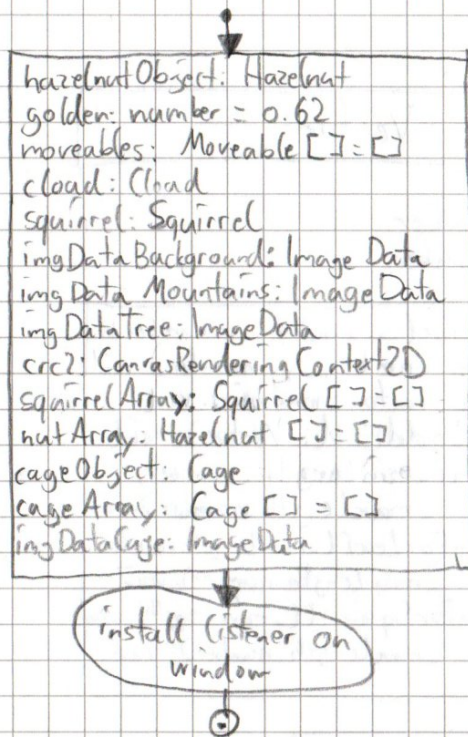
Goldener Herbst Polymorphie: Classdiagram



Cage



Goldener Herbst



Main (2)

create Hazelnut

-event: MouseEvent

hazelnutObject = new C-event, ClientX,
-event, ClientY

push hazelnutObject to moveables
and nutArray

squirrelArray.length
== nutArray.length

set position from Squirrel to position
from Hazelnut and velocity to 0

set property of hunger from
Squirrel to false and isEaten
from Hazelnut to true

delete hazelnutObject from
nutArray and canvas

set velocity from Squirrel
back to 100, 200

make Wind Noise

-event: KeyboardEvent

sampleWind: HTMLAudioElement
= new Audio

sampleWind.play

create Cage

-event: MouseEvent

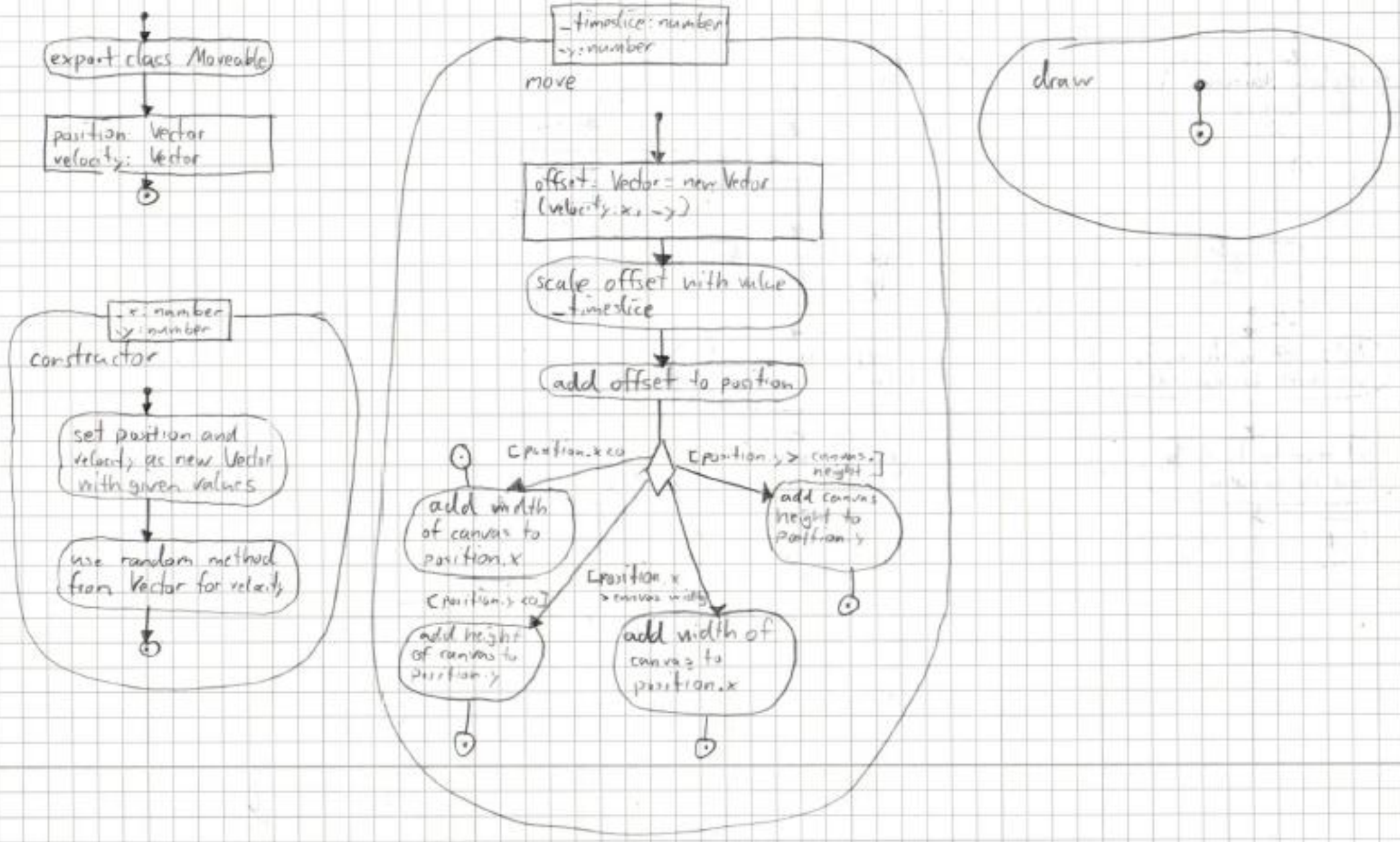
cageObject = new Cage
(-event, ClientX, event, ClientY)

use draw method for
cageObject and push to
cageArray

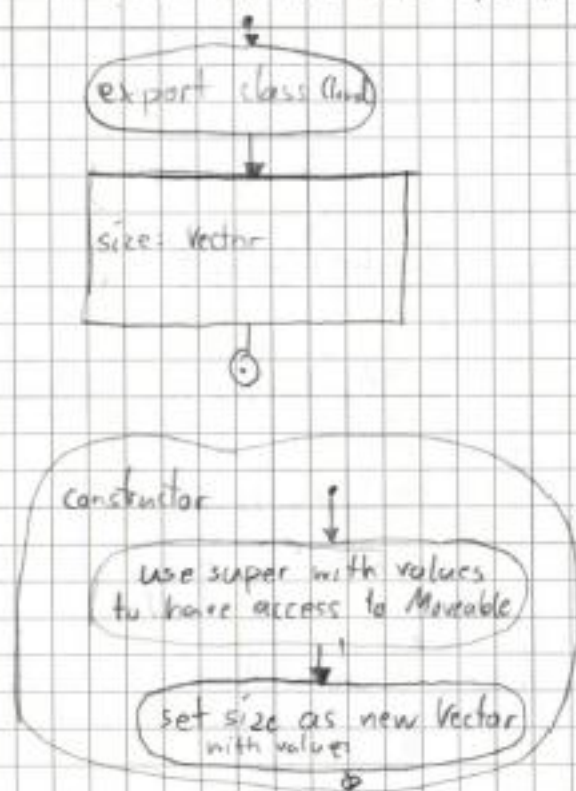
use imgDataCage to save
Canvas

GoldenHerkst Polymorphic Activity Diagram

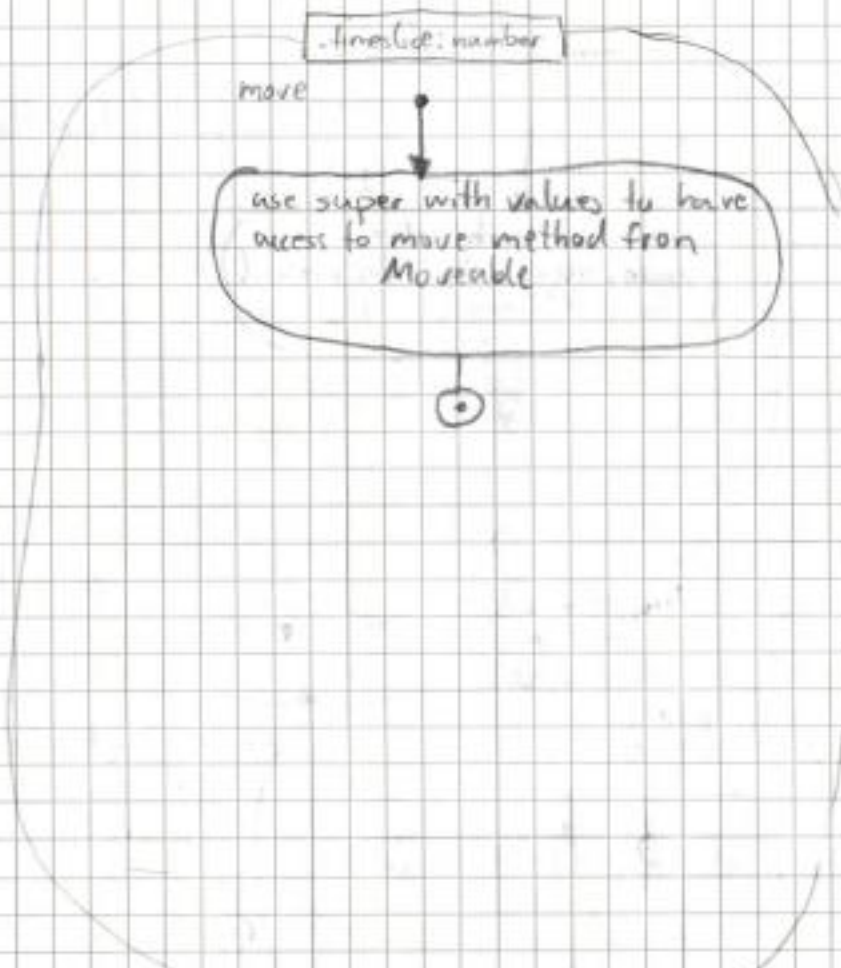
Moveable



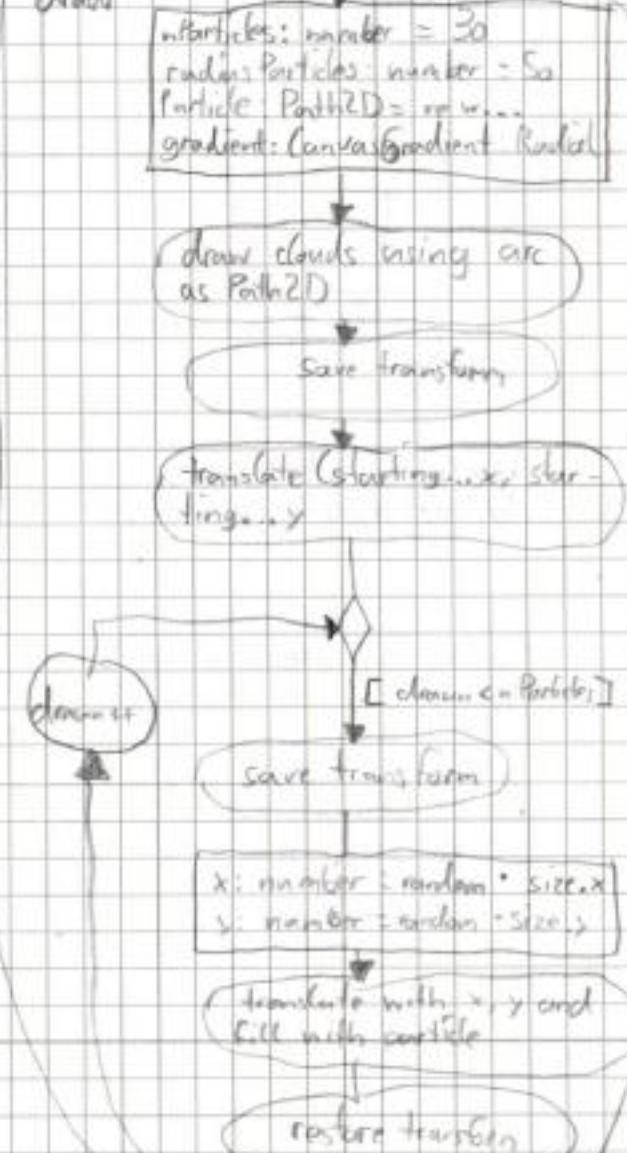
Golden Thread Polymer Activity Diagram



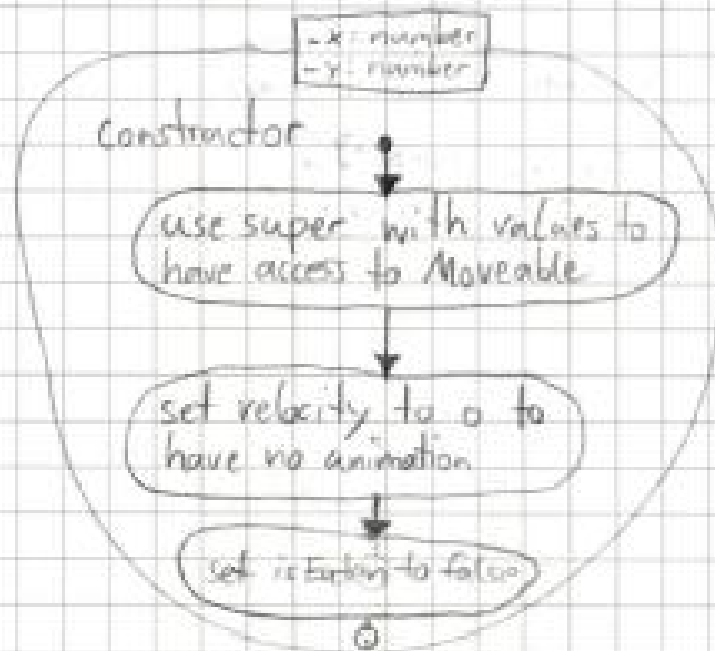
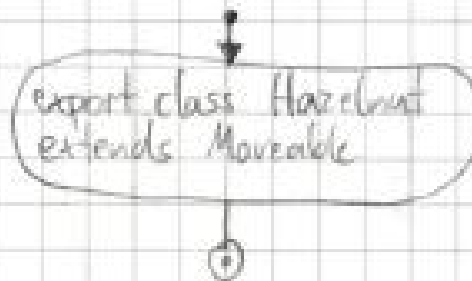
Cloud



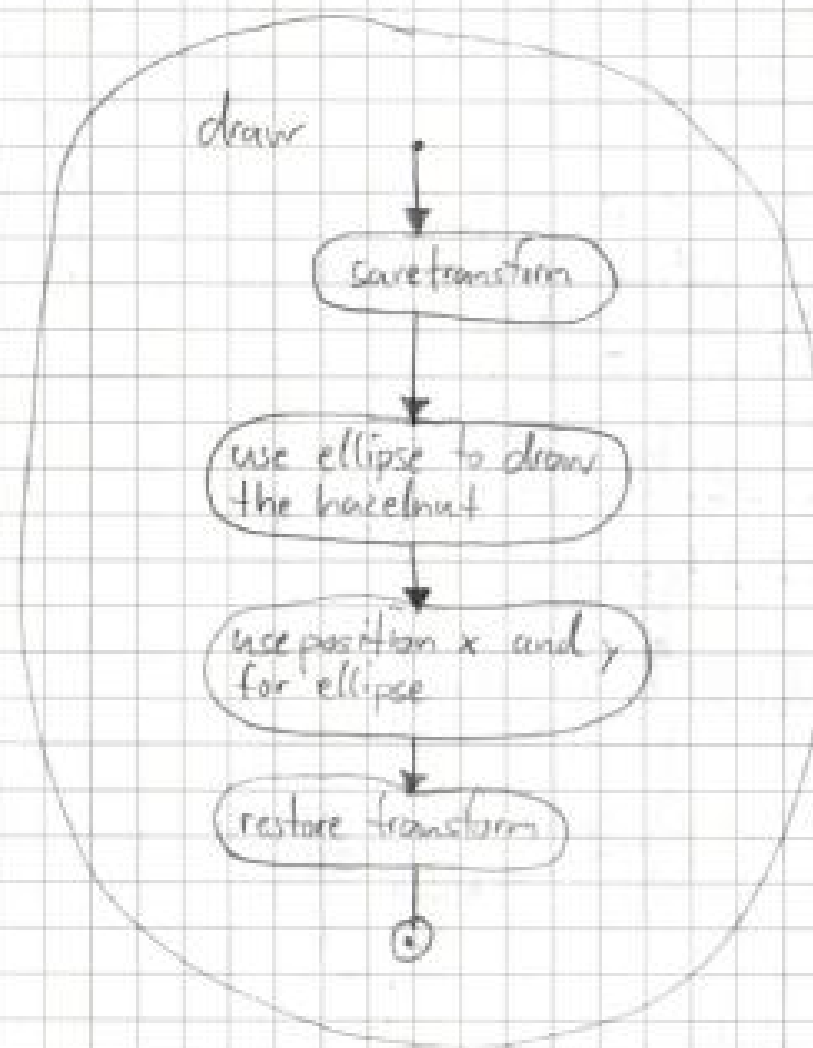
draw



Goldener Herbst

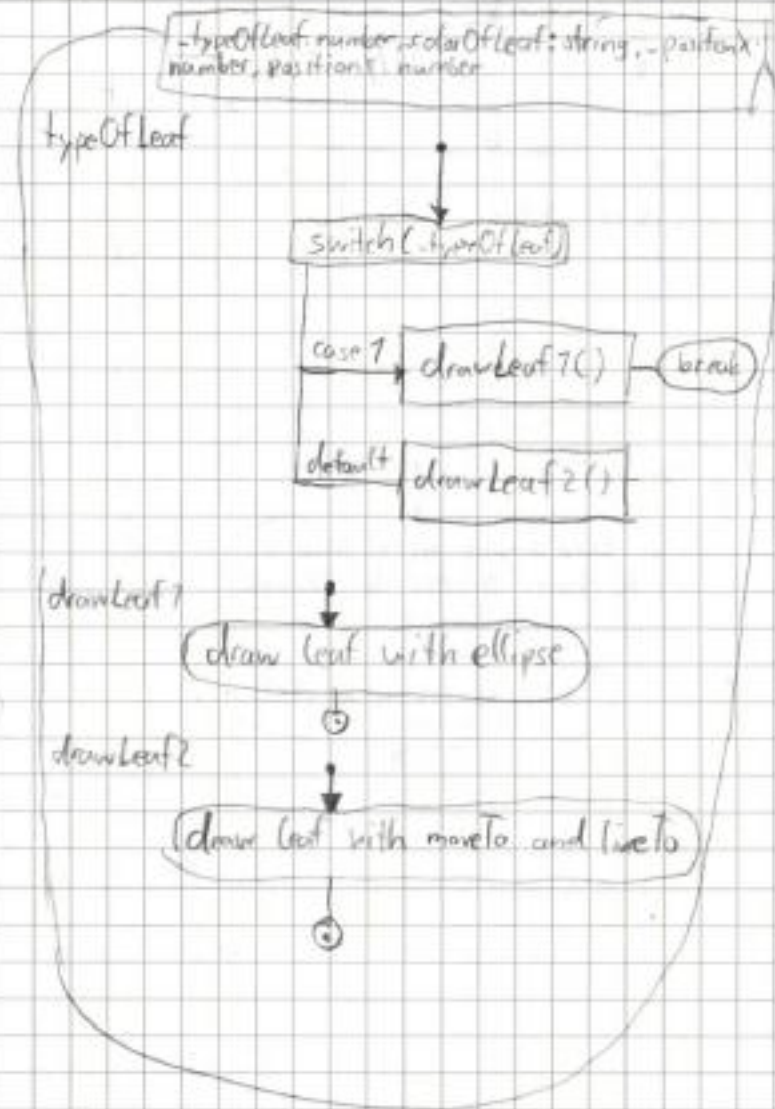
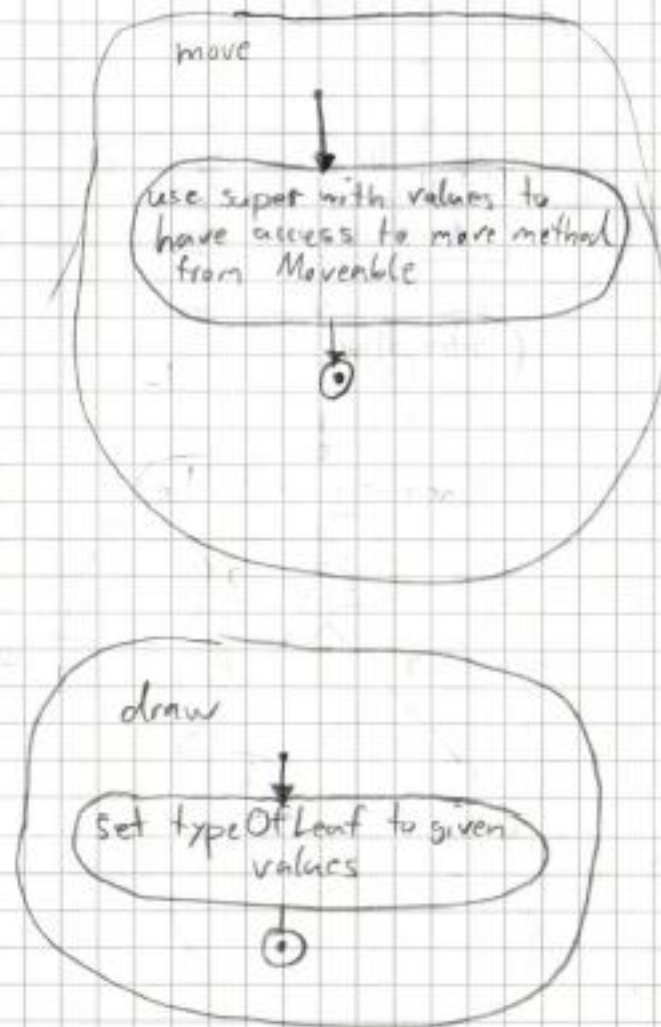
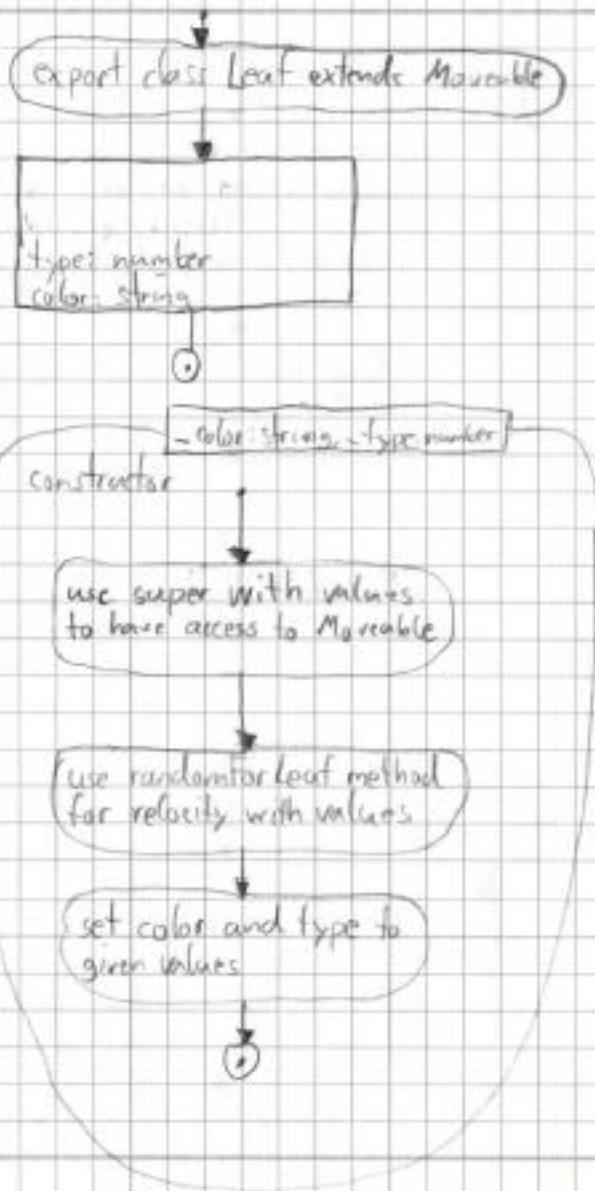


Hazelnut



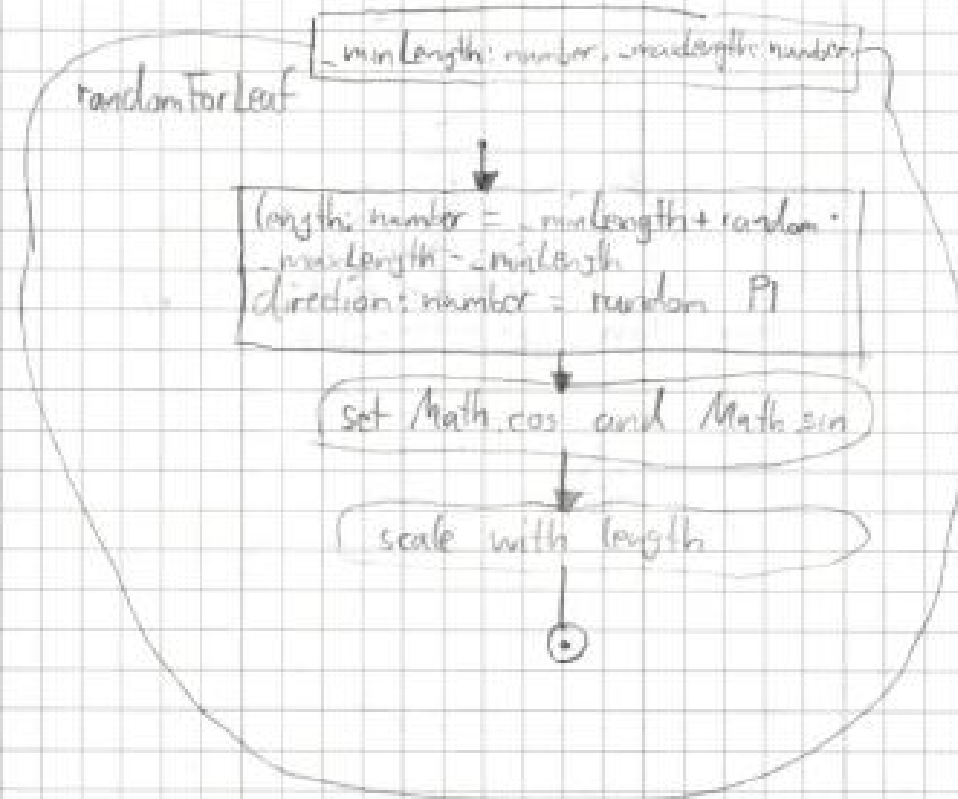
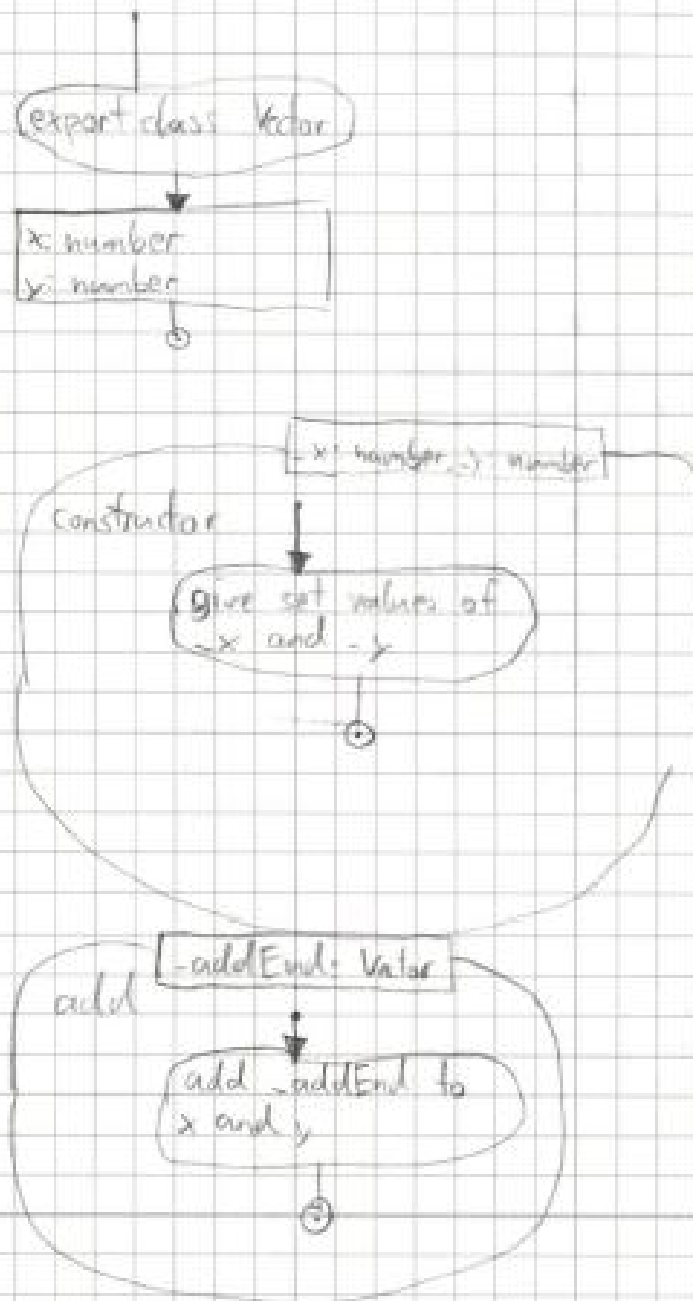
GoldenPetal class Polymorphic Activity - Diagram

Leaf



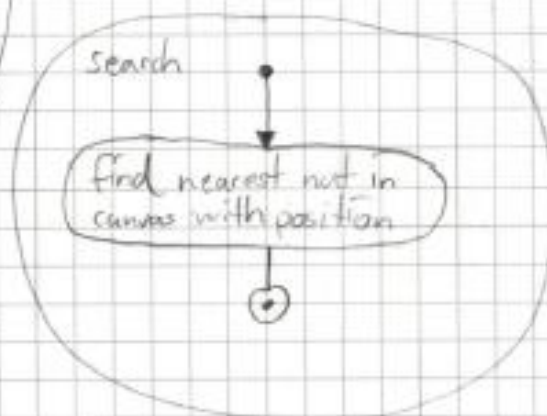
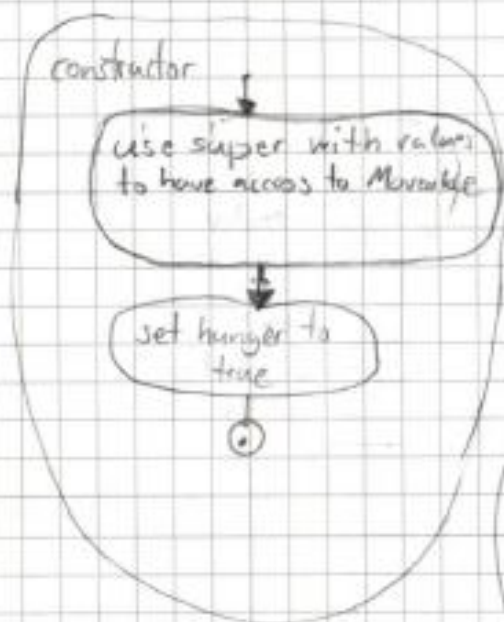
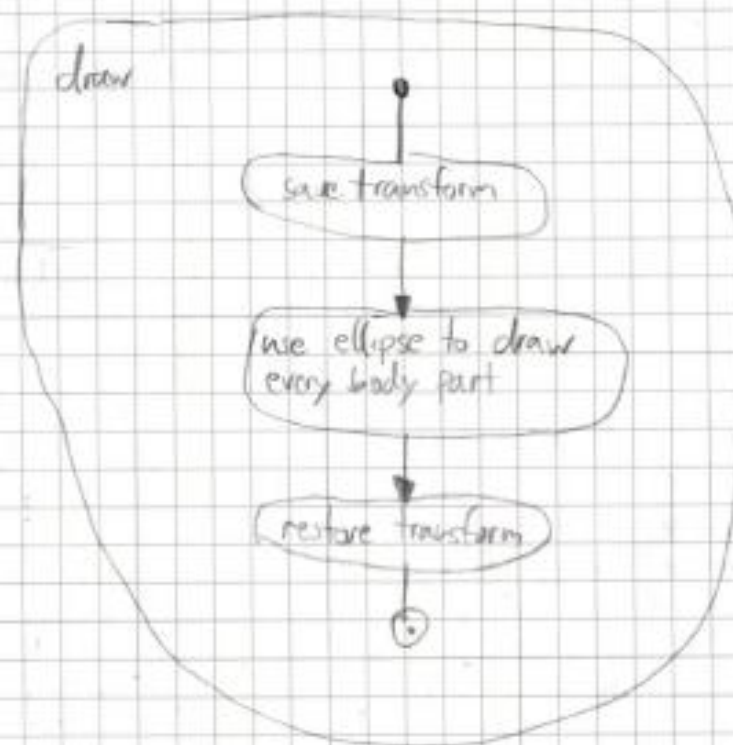
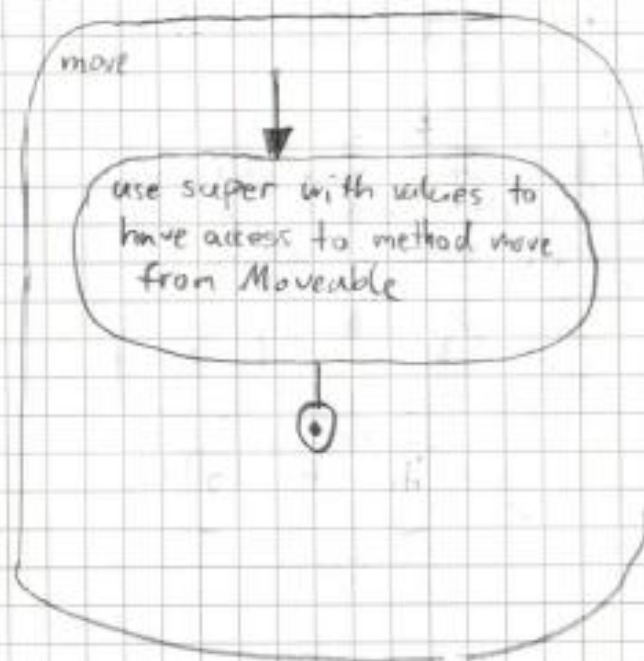
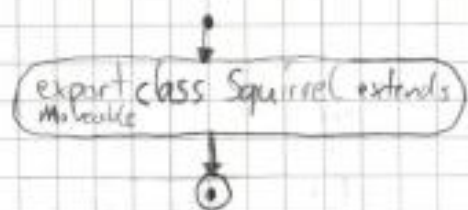
Goldenrod Polymorphic: Activity-Diagram

Vector



Golden Retriever Polymorphic Activity Diagram

Squirrel



Golden Hordes Blueprint: Activity - Diagram

Main

hazelnut Object: Hazelnut
golden: number = 0.61
moveables: Moveable [] = []
cloud: Cloud
squirrel: Squirrel
img Data Background: Image Data
img Data Mountains: Image Data
img Data Trees: Image Data
ccr 2: CanvasRenderingContext2D

install listener on window

handleLoad

canvas: HTMLCanvasElement
ccr 2: CanvasRenderingContext2D
horizone: number = canvas height
golden
start Point Of First Mountain X: number = Math.random()

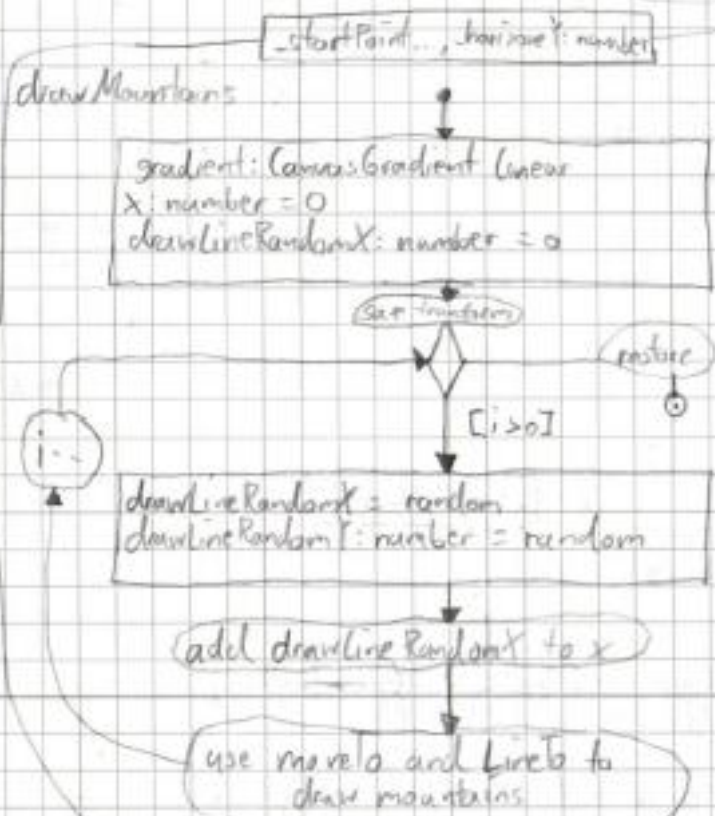
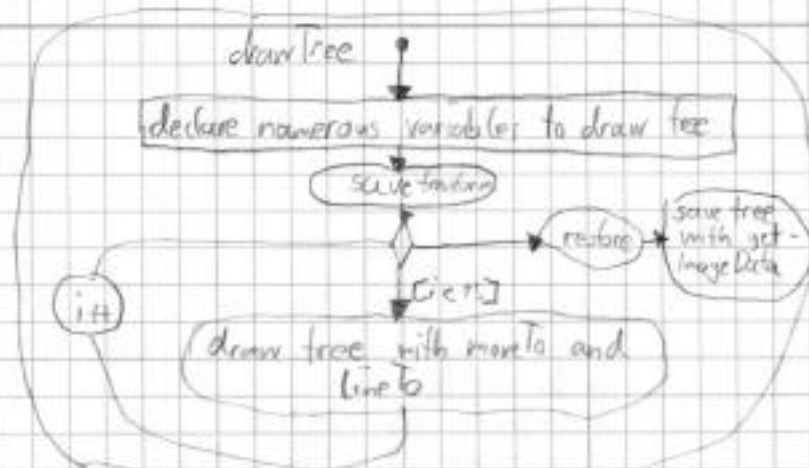
drawBackground()
createCloud()
drawMountains(startPoint..., horizone
drawTree(horizone + 50)
createSquirrel()
createLeaf

install Mouse event on canvas

do time controlled activity

Load
handleLoad

mousedown
createHazelnut



GoldenRetrieverPolymorphic Activity-Diagram

Main

createLeaf

```

    colors: string[] = C
    randomNumberForColor: number = random
    randomLeafType: number = random
    leaf: Leaf = new Leaf(colors[randomNumberForColor], randomLeafType)
  
```

push the leaf Objects to
moveables array

use draw method to
draw the leaf



createCloud

```
cloud = new Cloud
```

push cloud Objects to
moveables array

update

use pullImageData to draw the
images

use draw and move method
for cloud and squirrel

use for of loop to draw
and move the leaves



createSquirrel

```
squirrel = new Squirrel
```

push squirrel object to
moveables array and
squirrelArray

createHazelnut

```
hazelnut = new Hazelnut(eventClientX, eventClientY)
```

push hazelnut object to move
array

