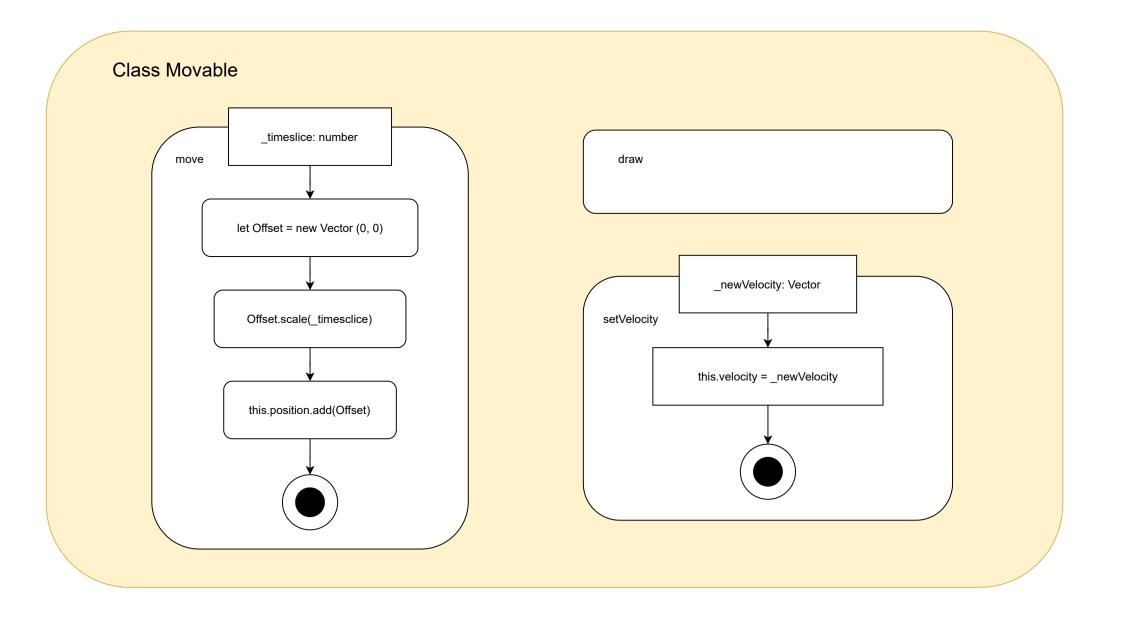
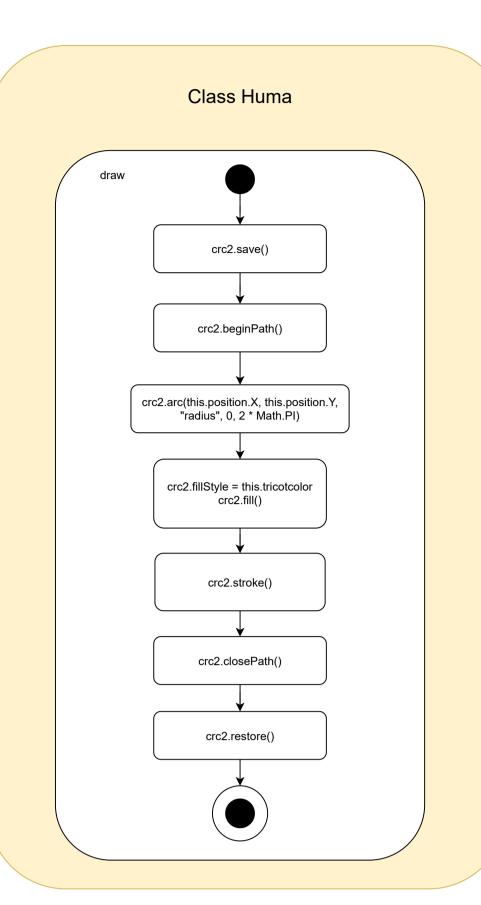
Aktivitätsdiagrmm





pauseGame()

this.velocity = new Vector (0, 0)

getBall().velocity = new Vector (0, 0)

"click"

_event: MouseEvent

let X = _event.clientX

let Y = _event.clientY let mousePosition = new Vector (X, Y)

let goTo = Vector.getDifference(mousePosition, getBall.position)

goTo = goTo.normalize()

let angle = randIntervall(-this.precision, this.precision)

angle = toRadians(angle)

let a = new Vector (Math.cos(angle), -Math.sin(angle) let b = new Vector (Math.sin(angle), Math.cos(angle)

goTo = new Vector (Vector.dot(a, goTo), Vector.dot(b, goTo)

goTo.scale("number") moveBall(goTo)

resumeGame()

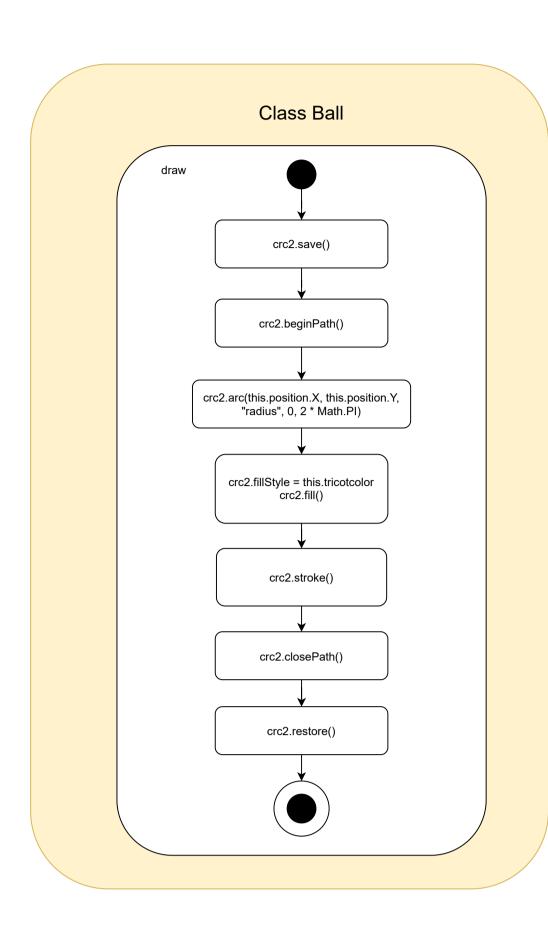
this.changeState()

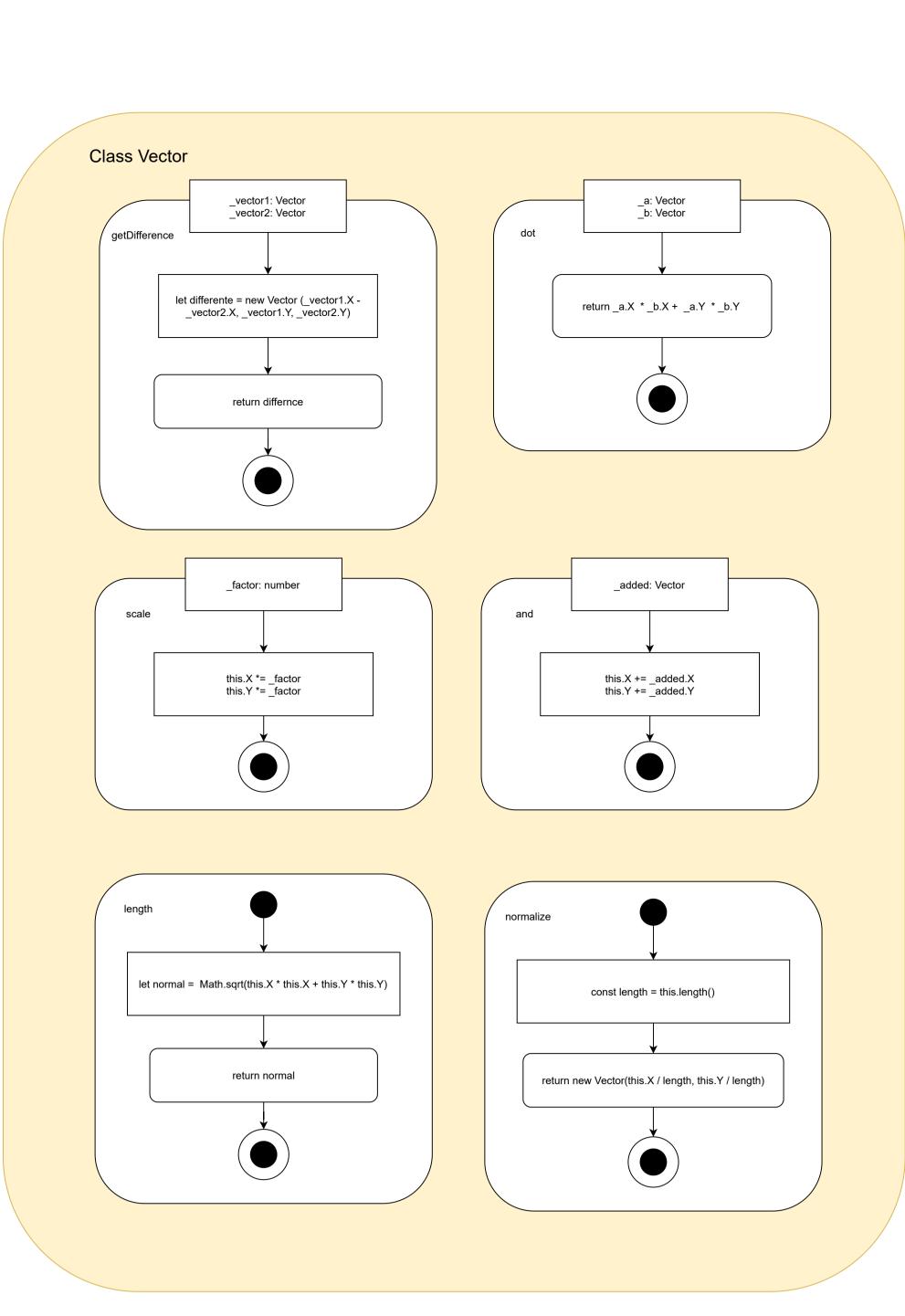
window.removeEventlistener("click", templistener)

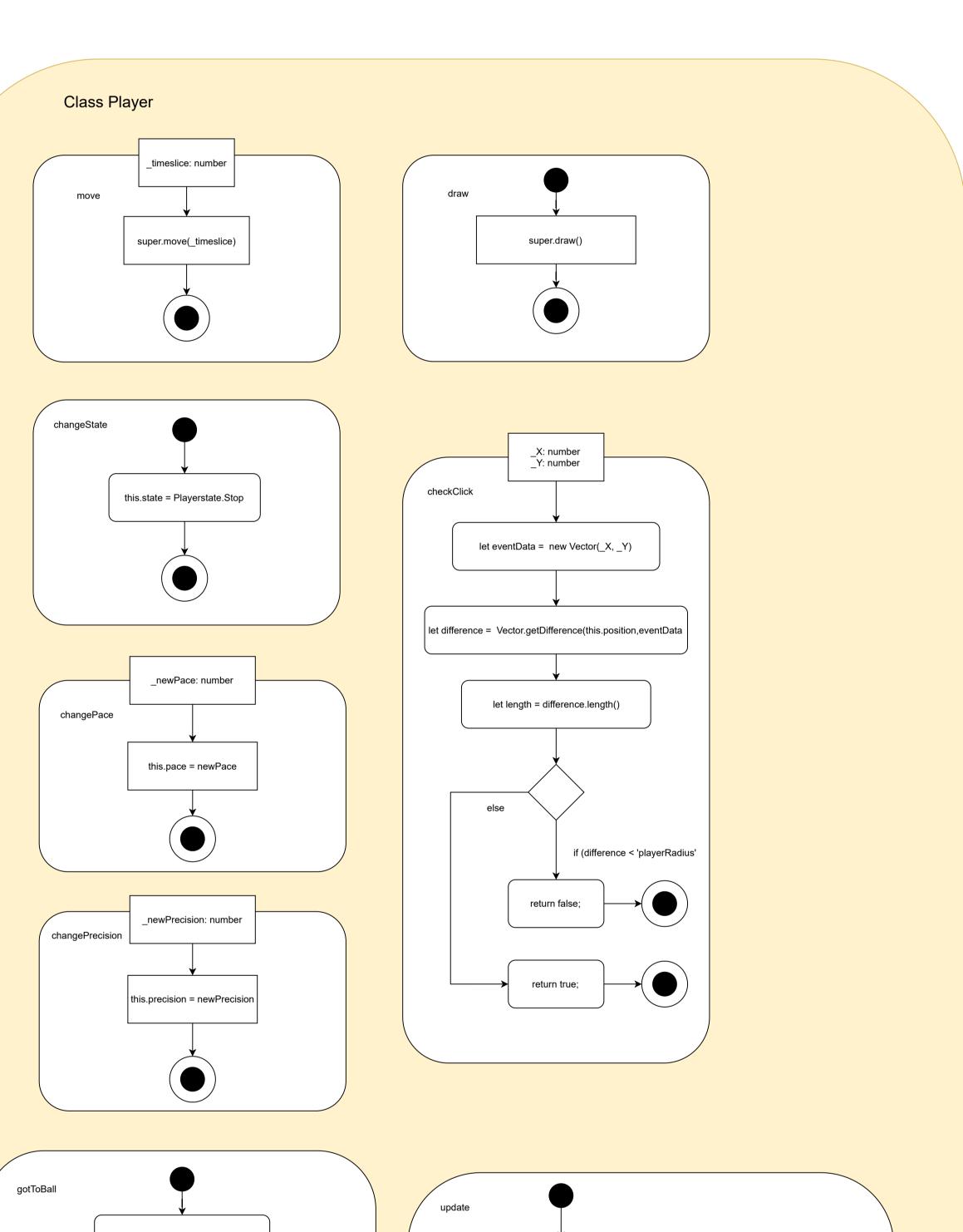
this.state = PlayerState.GotBall

timeout

templistener







Stop

goToBall

this.changeStateToGotBall

this.state = PlayerState.Stop

