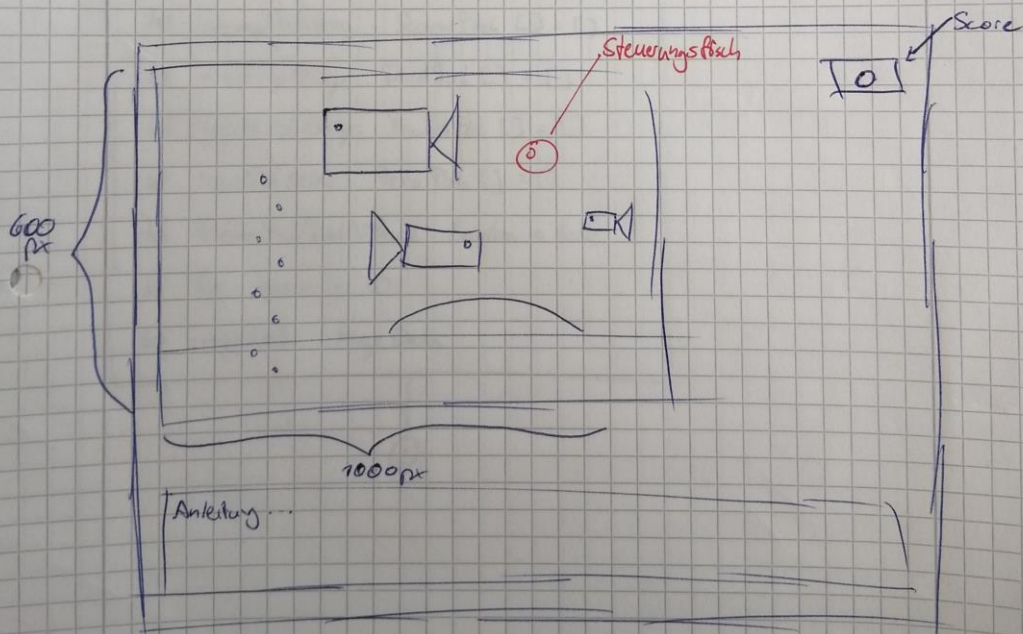


Ablauf:

- ① User öffnet Seite/Spiel.
- ② Fisch wird über Pfeiltasten gesteuert.
- ③ Alle Fische, außer die Schwaden, müssen gefressen werden.
- ④ Objekte (Fische) werden gefressen, indem man sie berührt.
- ⑤ Es kann immer nur der nächst kleinere Fisch gefressen werden.
- ⑥ Bei Game-Over: Namen eintragen und Score in der Datenbank lesen.
- ⑦ Aktueller Score wird immer neben dem Becken angezeigt.



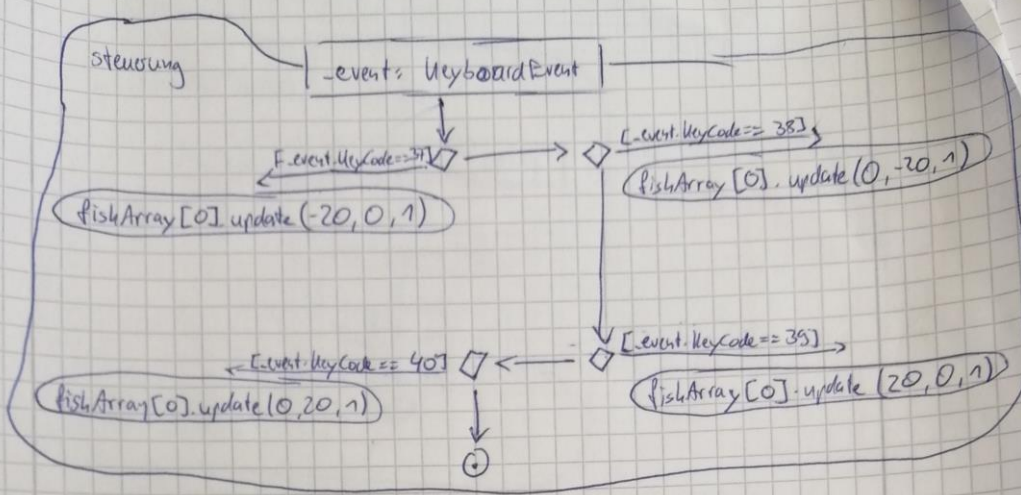
canvas.ts

document.addEventListener("DOMContentLoaded", init())

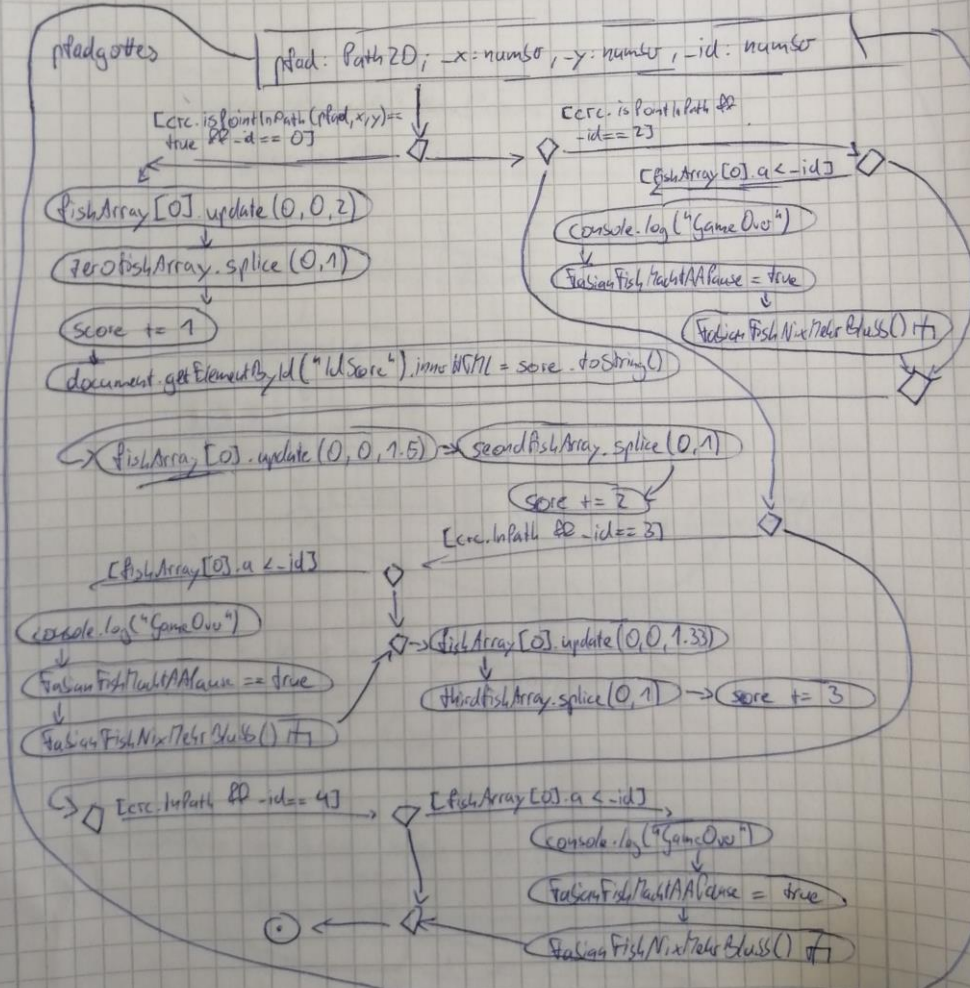
document.addEventListener("keydown", steuerung())

```
let serveradress: string = ...  
let ctx: CanvasRenderingContext2D  
let canvas: HTMLCanvasElement  
let score: number = 0  
let x: number  
let y: number  
let fishArray: Fish[] = []  
let bubbleArray: Bubble[] = []  
let secondFishArray: SecondFish[] = []  
let thirdFishArray: ThirdFish[] = []  
let fourthFishArray: FourthFish[] = []  
let zeroFishArray: ZeroFish[] = []  
let FishArrayPause: boolean = false  
let fps: number = 30  
let imageData: ImageData
```


canvas.js



pfadgottes



canvas.ts

FaVier Fish Nix Nehr Blubb

let gamertag: string = prompt("")

insert(gamertag)

find()

○

init

canvas = document.getElementsByTagName("canvas")[0]

ctx = canvas.getContext("2d")

drawbackground(x, y) ✓

drawsand(x, y) ✓

let i: number = 0

[i < 2]

let x: number
let y: number

drawstone() ✓

i++

let i: number = 0

[i < 5]

let x: number
let y: number

drawplants() ✓

i++

let i: number = 0

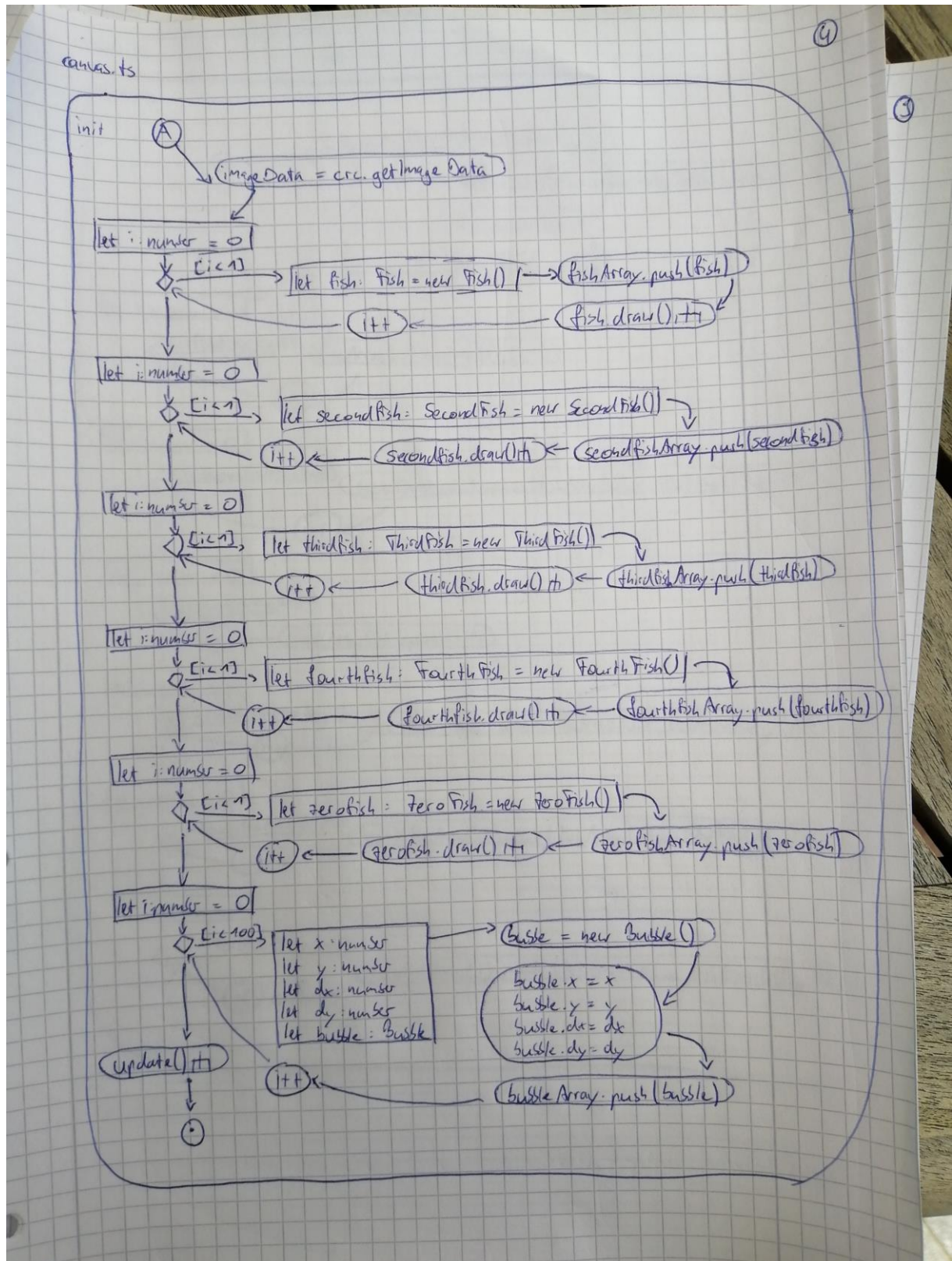
[i < 100]

let bubble: Bubble = new Bubble()
let x: number
let y: number

drawbubble() ✓

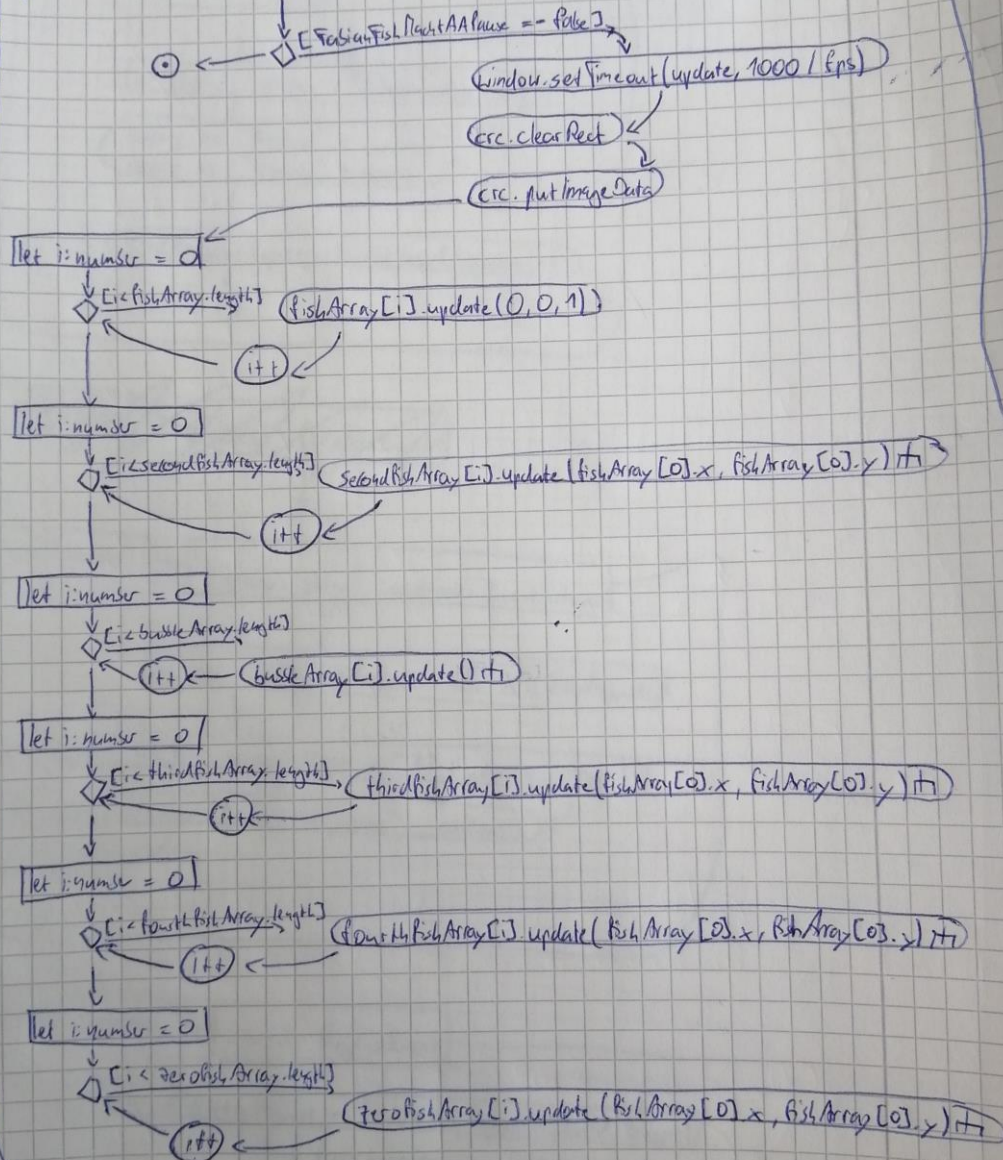
i++

A

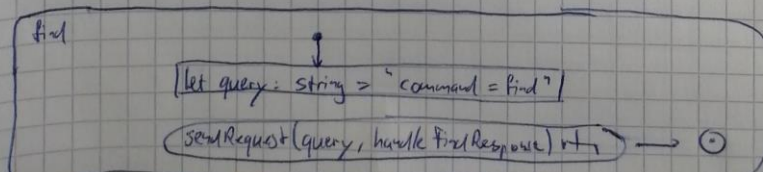
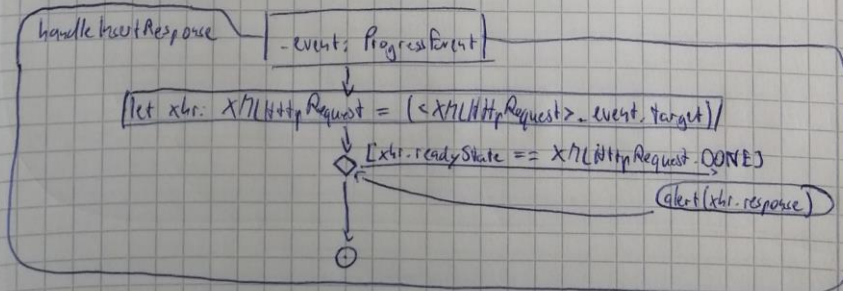
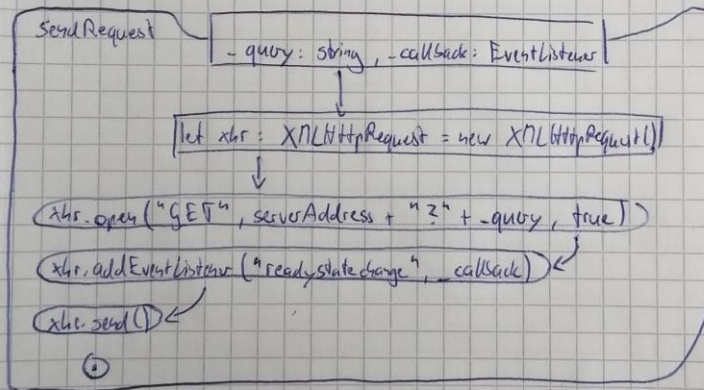
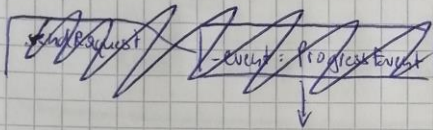
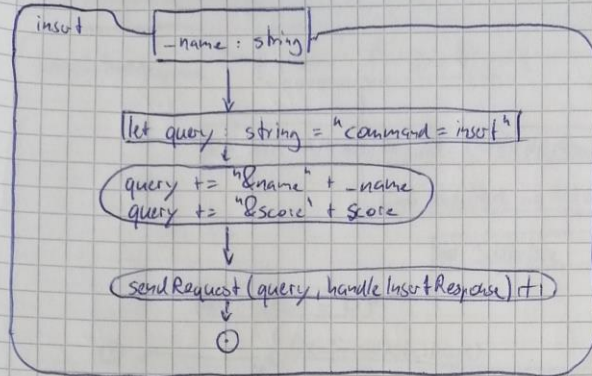


canvas.ts

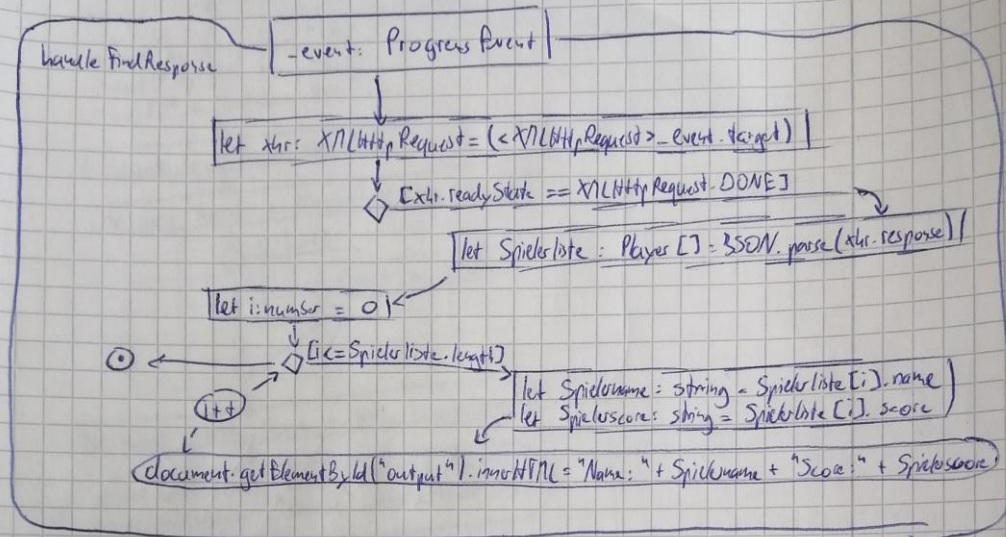
update



canvas.ts

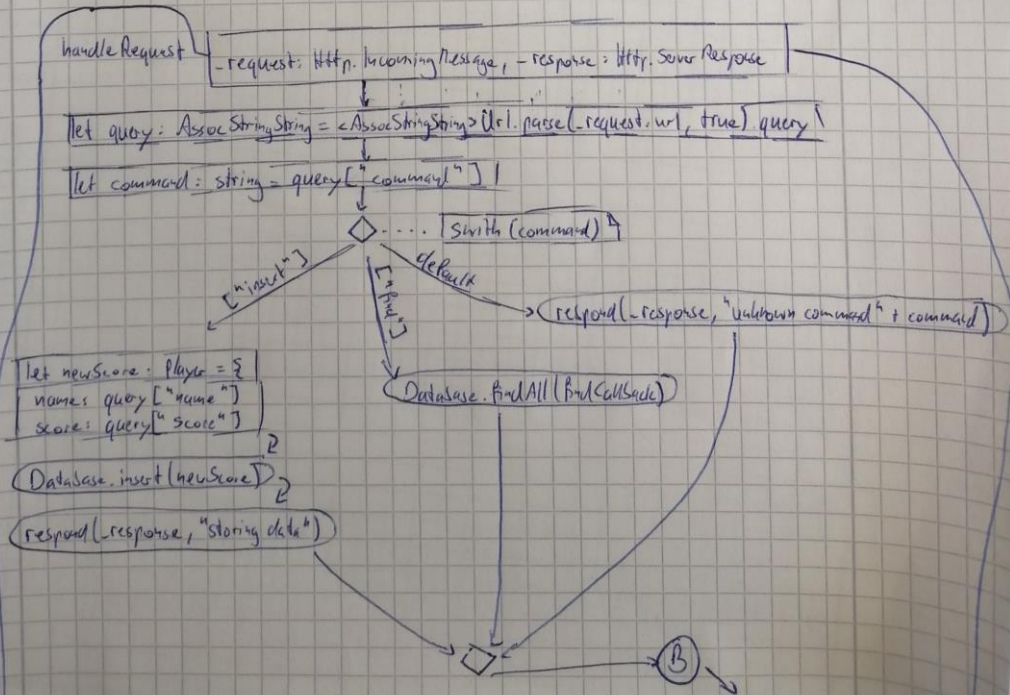
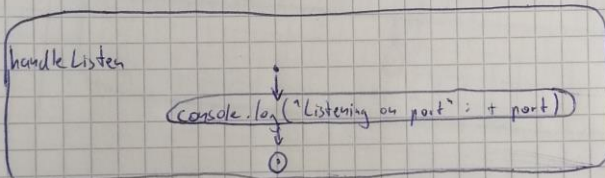
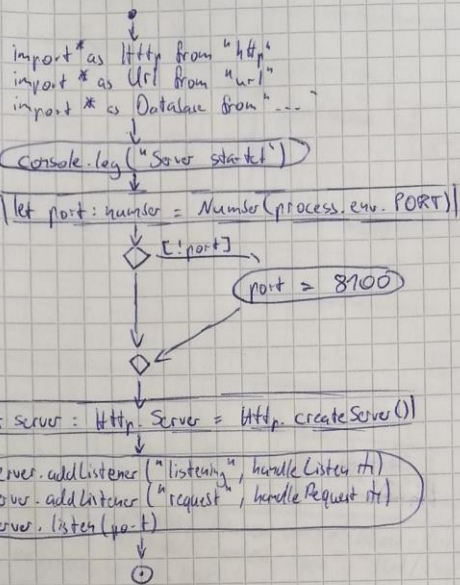


Carves, ts

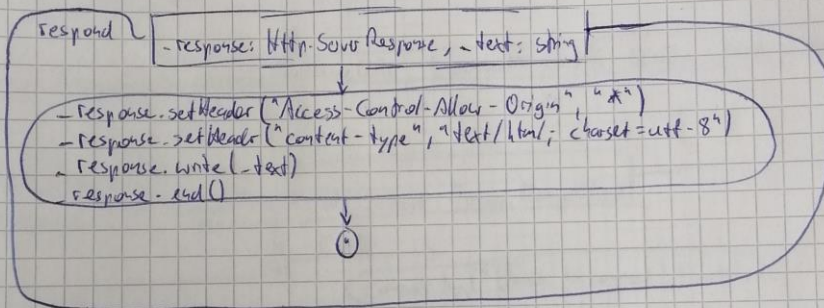
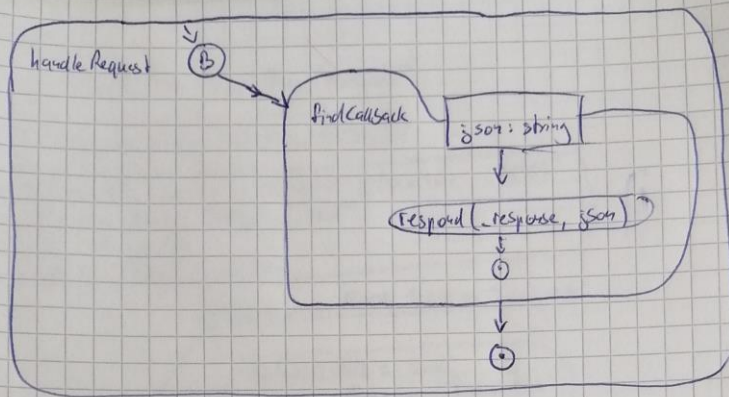


server.ts

8

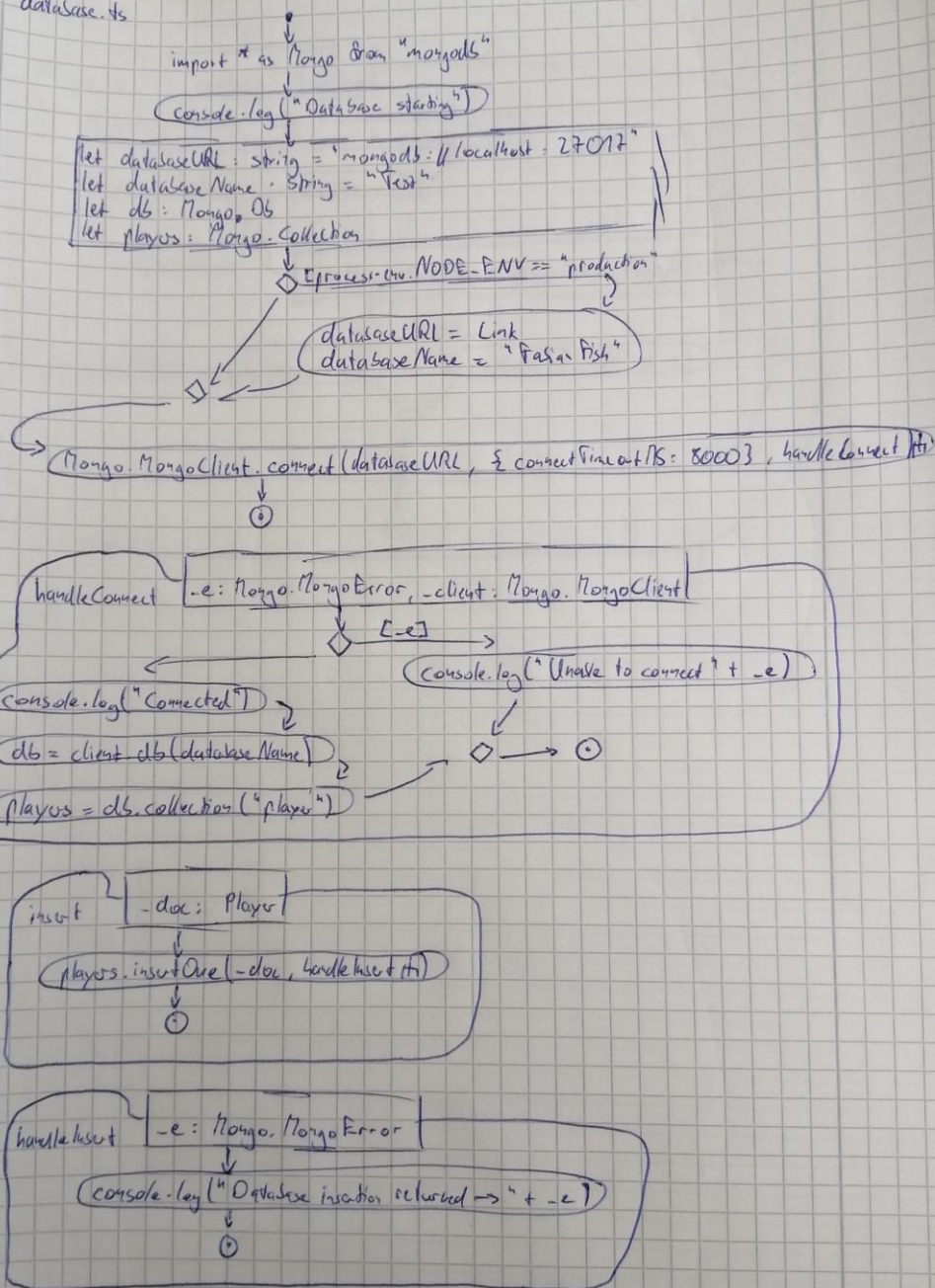


Server.ts



database.js

10



databases

17

