400px

600px

Wasser
height: 300px
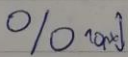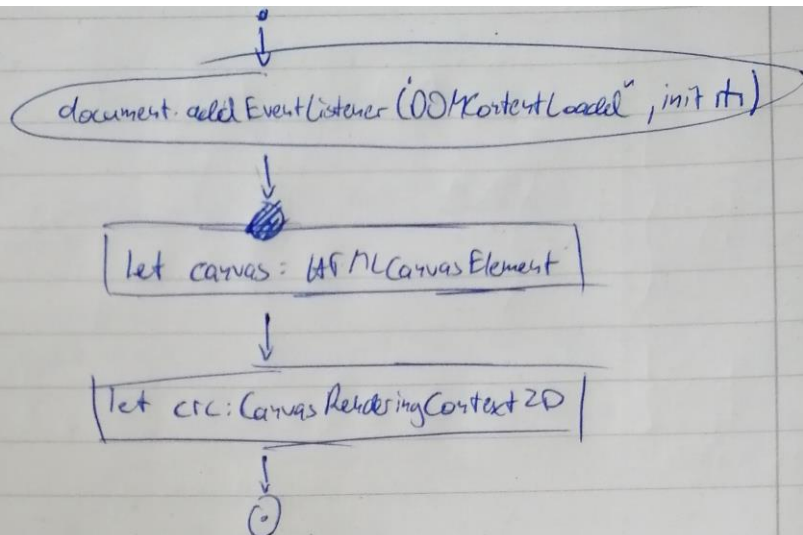color: blue

Sand
height: 200px
color: yellow

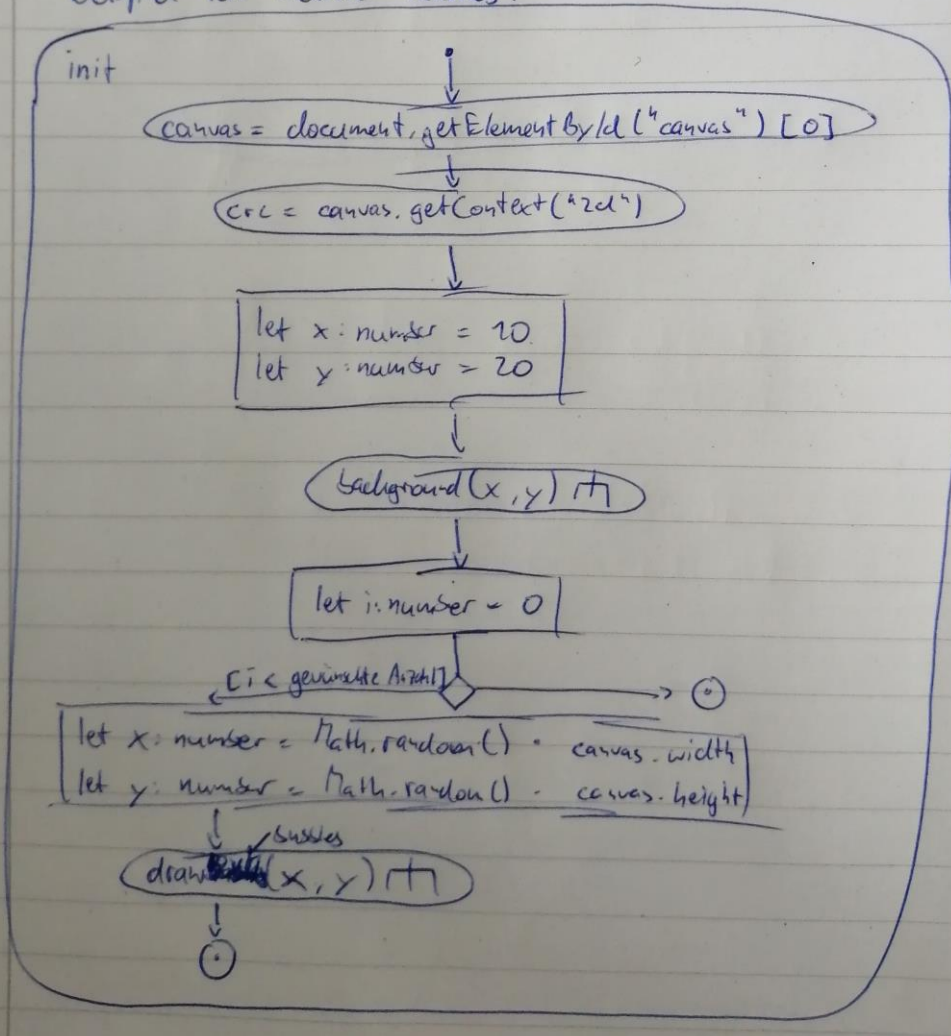stone 70px↕ color: black
← 150px →

plant 180px↕ color: green
← 20px →

fish 35px↕ color: red (head)
← 60px → red (Flosse)
white (auge)

little stone/
bubbles O/O 10px↕ color (grey (stone))
← 10px → (lightblue (bubble))

```
                              ○
                              ↓
( document.addEventListener ("DOMContentLoaded", init rh) )
                              ↓
                              ●
          | let canvas: HTMLCanvasElement |
                              ↓
          | let crc: CanvasRenderingContext 2D |
                              ↓
                              ◉
```

Beispiel für mehrere Bubbles:

```
init
                              ↓
        ( canvas = document.getElementById ("canvas") [0] )
                              ↓
        ( crc = canvas.getContext ("2d") )
                              ↓
              | let x: number = 10 |
              | let y: number = 20 |
                              ↓
              ( background (x, y) rh )
                              ↓
              | let i: number = 0 |

      [i < gewünschte Anzahl]
    ←────────────────────◇──────────────→  ◉
| let x: number = Math.random () · canvas.width  |
| let y: number = Math.random () · canvas.height |
                   ↓   Bubbles
              ( draw Bubble (x, y) rh )
                   ↓
                   ◉
```

drawbubbles

_x : number , _y : number

↓

let bubble : Path2D = neu Path2D()

↓

bubble.arc (_x + 10 ,_y + 10 , 20 , 0 , 360)

↓

crc. strokeStyle = " white "

crc. stroke (bubble)

↓
⊙