

BodyCell
position: Vector; velocity: Vector; color: string; nucleus: string; nucleusPosX: number; nucleusPosY: number;
constructor(_position: Vector, _colorIndex: number); draw(_position: Vector) move(_timeslice: number)

Antibody
position: Vector; velocity: Vector; rotation: number;
constructor(_position: Vector) draw(_position: Vector) move(_timeslice)

Macrophage
positon: Vector
draw(_xPosition: number, _yPosition: number)

Corona
position: Vector velocity: Vector
constructor(_position: Vector) draw(_pos: Vector) move(_timeslice: number) isInfected();

Particle
position: Vector; velocity: Vector; radius: number color: string; rotation: number;
constructor(_position: Vector) draw(_position: Vector) move(_timeslice)

Background
position: Vector
constructor(_position: Vector) draw(_position: Vector)

Vector
x: number y: number
constructor(_x: number, _y number) set(_x: number, _y: number) scale(_factor: number) add(_addend: Vector) random(_minLength: number, _maxLength: number)