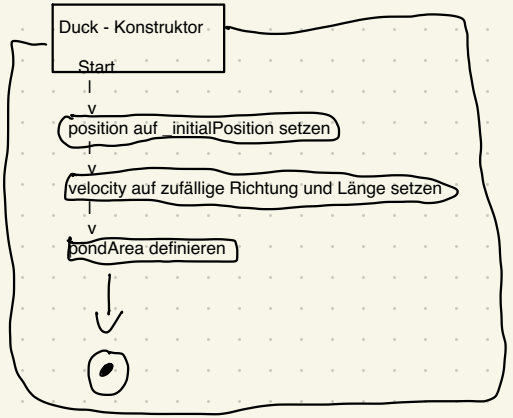
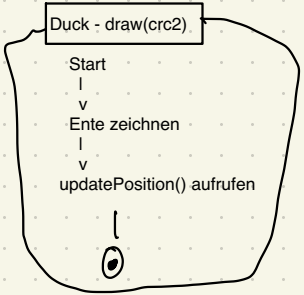
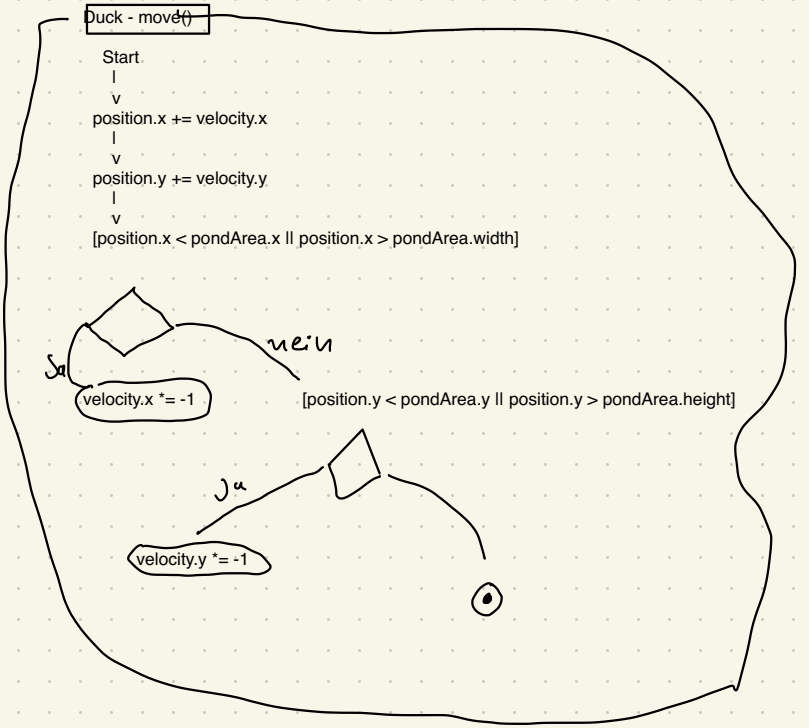
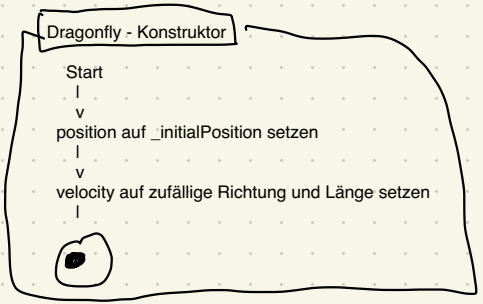
Duck

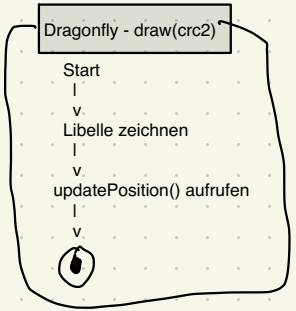

Duck - Konstruktor
Start
position auf _initialPosition setzen
velocity auf zufällige Richtung und Länge setzen
pondArea definieren

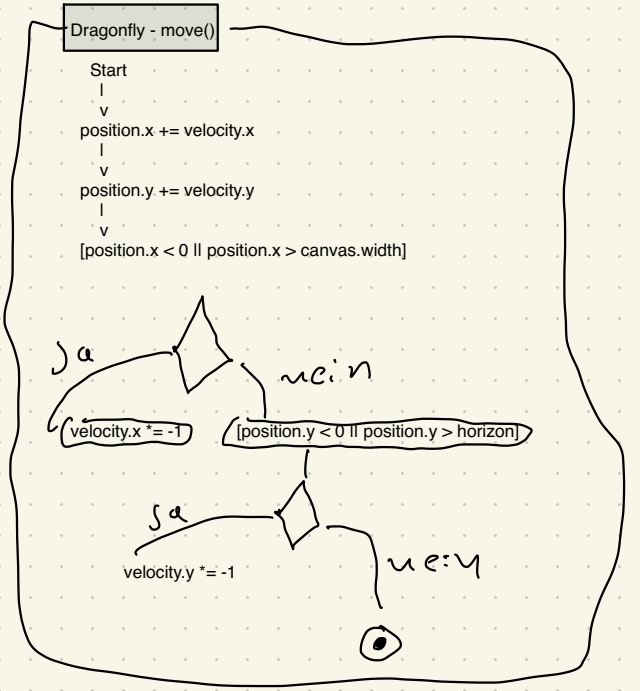

Duck - draw(crc2)
Start
Ente zeichnen
updatePosition() aufrufen


Duck - move()
Start
position.x += velocity.x
position.y += velocity.y
[position.x < pondArea.x || position.x > pondArea.width]
Ja
nein
velocity.x *= -1
[position.y < pondArea.y || position.y > pondArea.height]
Ja
velocity.y *= -1

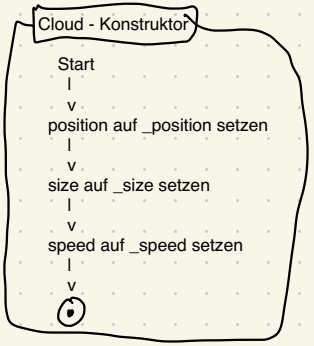
Dragonfly

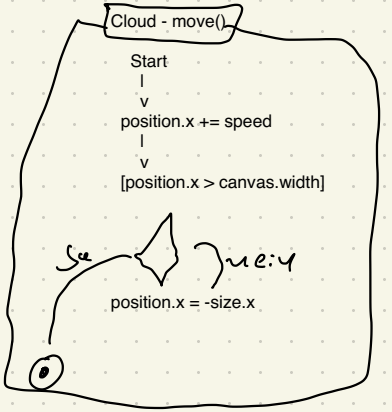

Dragonfly - Konstruktor
Start
position auf _initialPosition setzen
velocity auf zufällige Richtung und Länge setzen

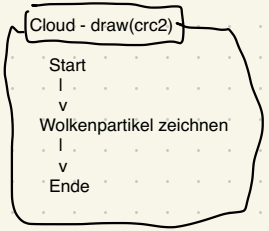

Dragonfly - draw(crc2)
Start
Libelle zeichnen
updatePosition() aufrufen


Dragonfly - move()
Start
position.x += velocity.x
position.y += velocity.y
[position.x < 0 || position.x > canvas.width]
Ja
nein
velocity.x *= -1
[position.y < 0 || position.y > horizon]
Ja
velocity.y *= -1
nein

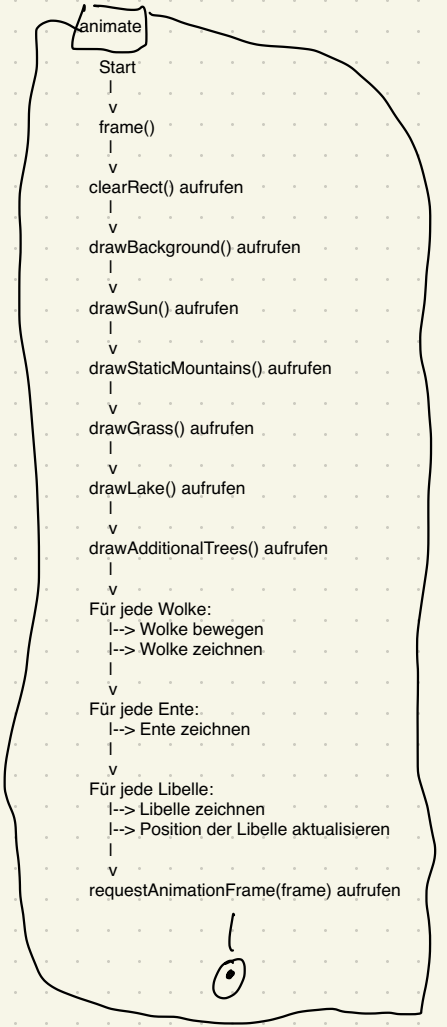
Cloud

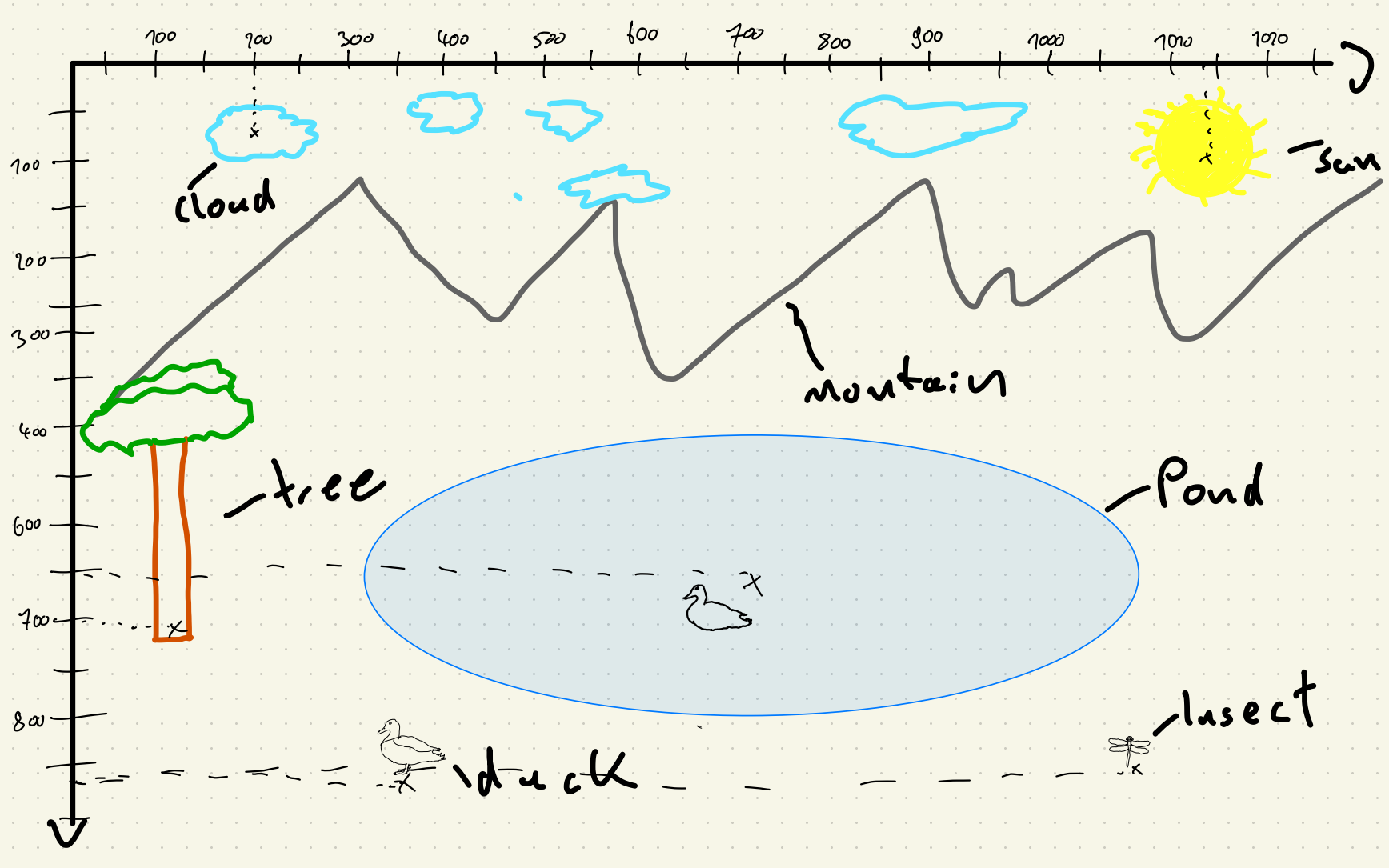

Cloud - Konstruktor
Start
position auf _position setzen
size auf _size setzen
speed auf _speed setzen

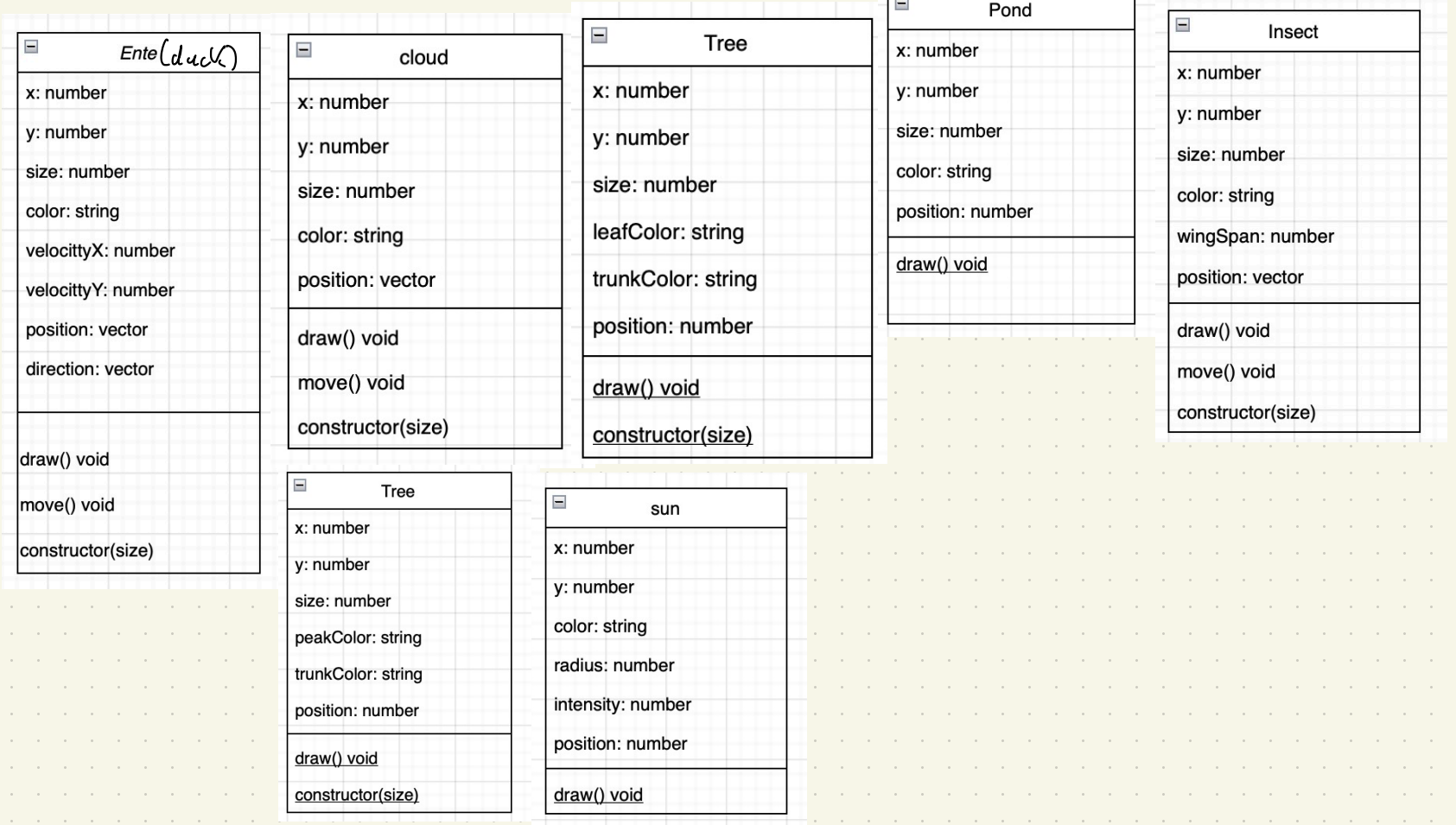

Cloud - move()
Start
position.x += speed
[position.x > canvas.width]
position.x = -size.x


Cloud - draw(crc2)
Start
Wolkenpartikel zeichnen
Ende


handleLoad
Start
Canvas und 2D-Kontext holen
Canvas Größe setzen
horizon berechnen
drawBackground() aufrufen
drawSun() aufrufen
createClouds() aufrufen
createDucks() aufrufen
createDragonflies() aufrufen
drawStaticMountains() aufrufen
drawGrass() aufrufen
drawLake() aufrufen
drawAdditionalTrees() aufrufen
animate() aufrufen


animate
Start
frame()
clearRect() aufrufen
drawBackground() aufrufen
drawSun() aufrufen
drawStaticMountains() aufrufen
drawGrass() aufrufen
drawLake() aufrufen
drawAdditionalTrees() aufrufen
Für jede Wolke:
--> Wolke bewegen
--> Wolke zeichnen
Für jede Ente:
--> Ente zeichnen
Für jede Libelle:
--> Libelle zeichnen
--> Position der Libelle aktualisieren
requestAnimationFrame(frame) aufrufen


100
200
300
400
500
600
700
800
900
1000
1010
1020
J
100
200
300
400
600
700
800
V
cloud
sun
mountain
tree
Pond
duck
insect


Ente (duck)
x: number
y: number
size: number
color: string
velocittyX: number
velocittyY: number
position: vector
direction: vector
draw() void
move() void
constructor(size)
cloud
x: number
y: number
size: number
color: string
position: vector
draw() void
move() void
constructor(size)
Tree
x: number
y: number
size: number
leafColor: string
trunkColor: string
position: number
draw() void
constructor(size)
Pond
x: number
y: number
size: number
color: string
position: number
draw() void
Insect
x: number
y: number
size: number
color: string
wingSpan: number
position: vector
draw() void
move() void
constructor(size)
Tree
x: number
y: number
size: number
peakColor: string
trunkColor: string
position: number
draw() void
constructor(size)
sun
x: number
y: number
color: string
radius: number
intensity: number
position: number
draw() void