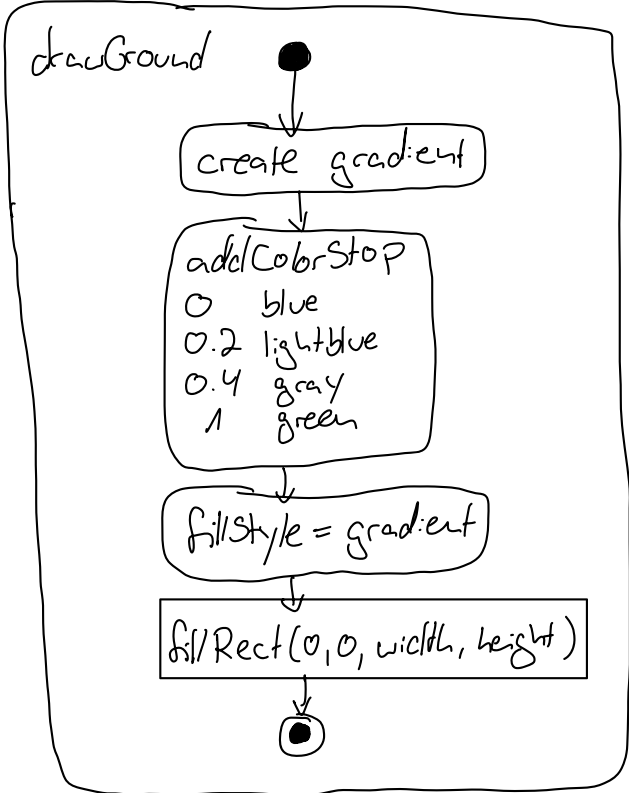
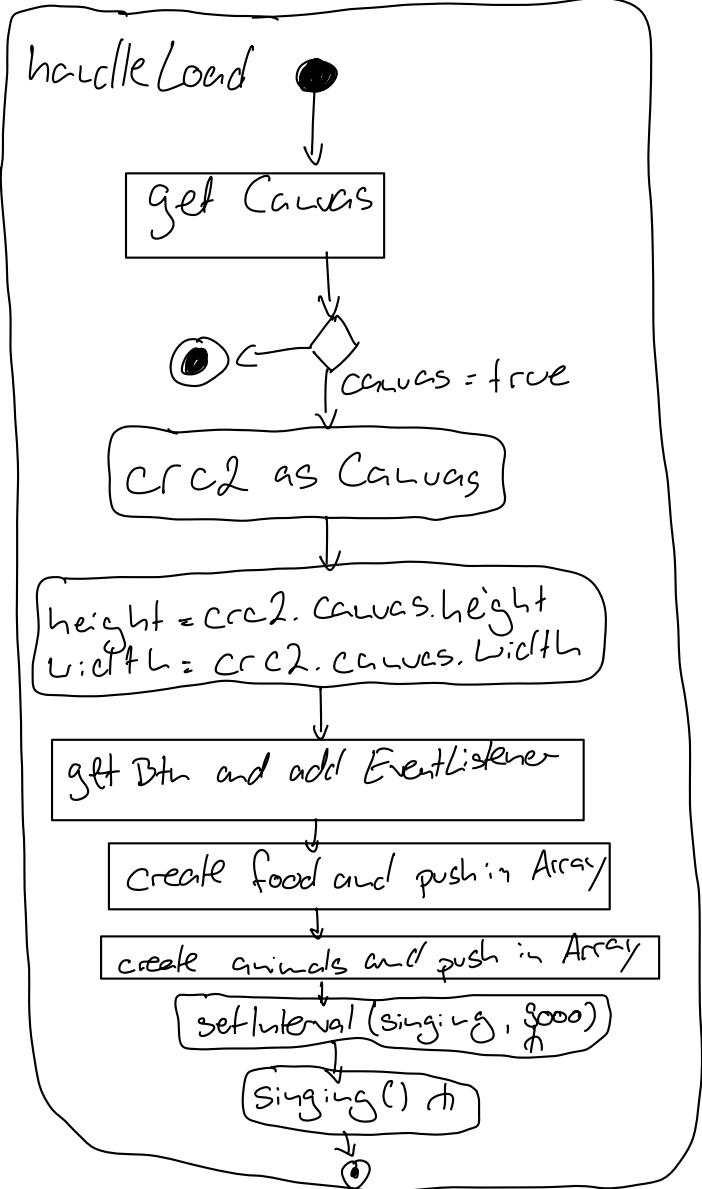
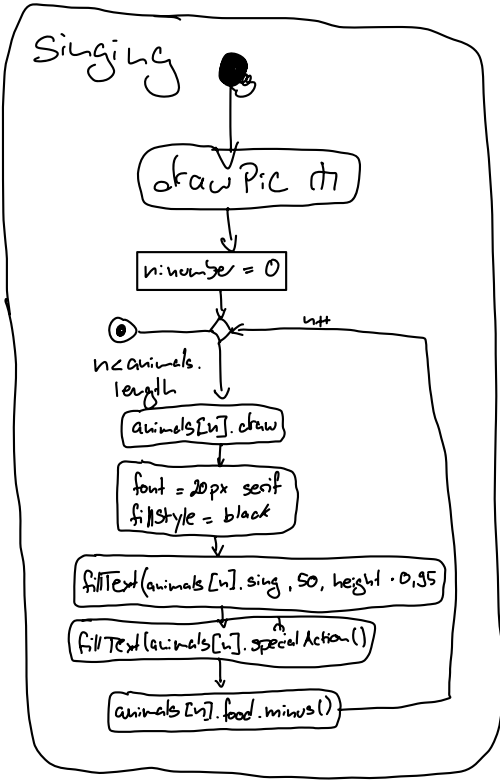
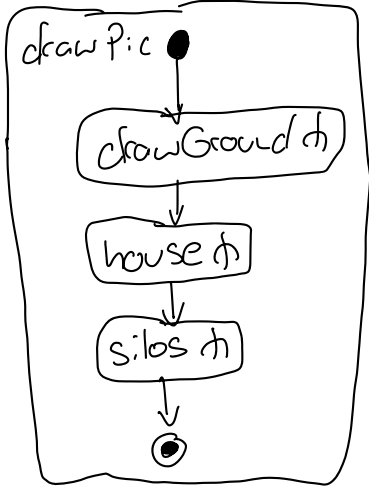
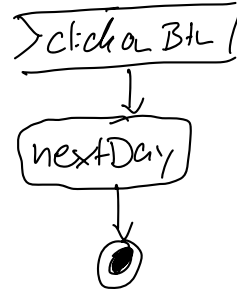
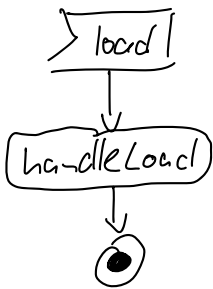
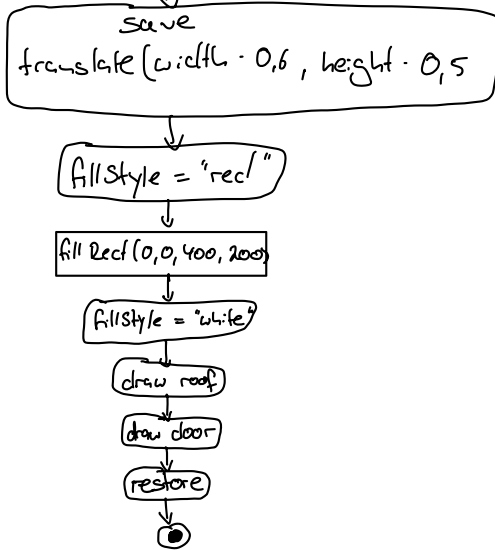


let crc2: Canvas

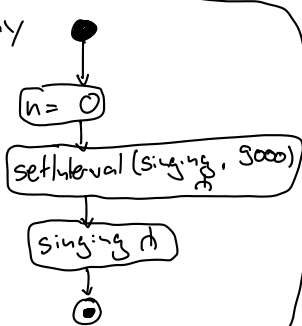
let animals: Animal[]
let foodArray: Food[]
let n: number = 0
let width: number
let height: number



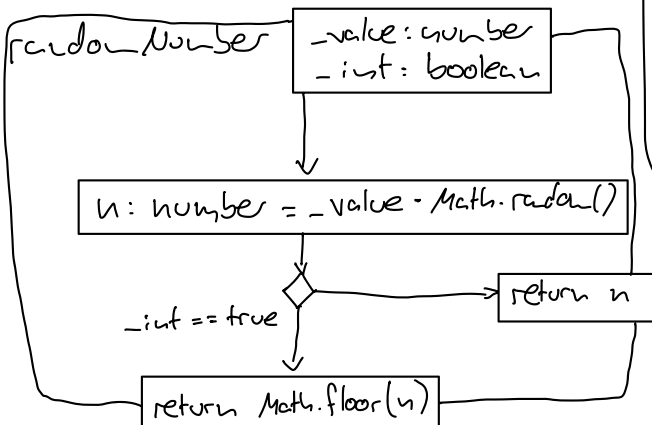
house



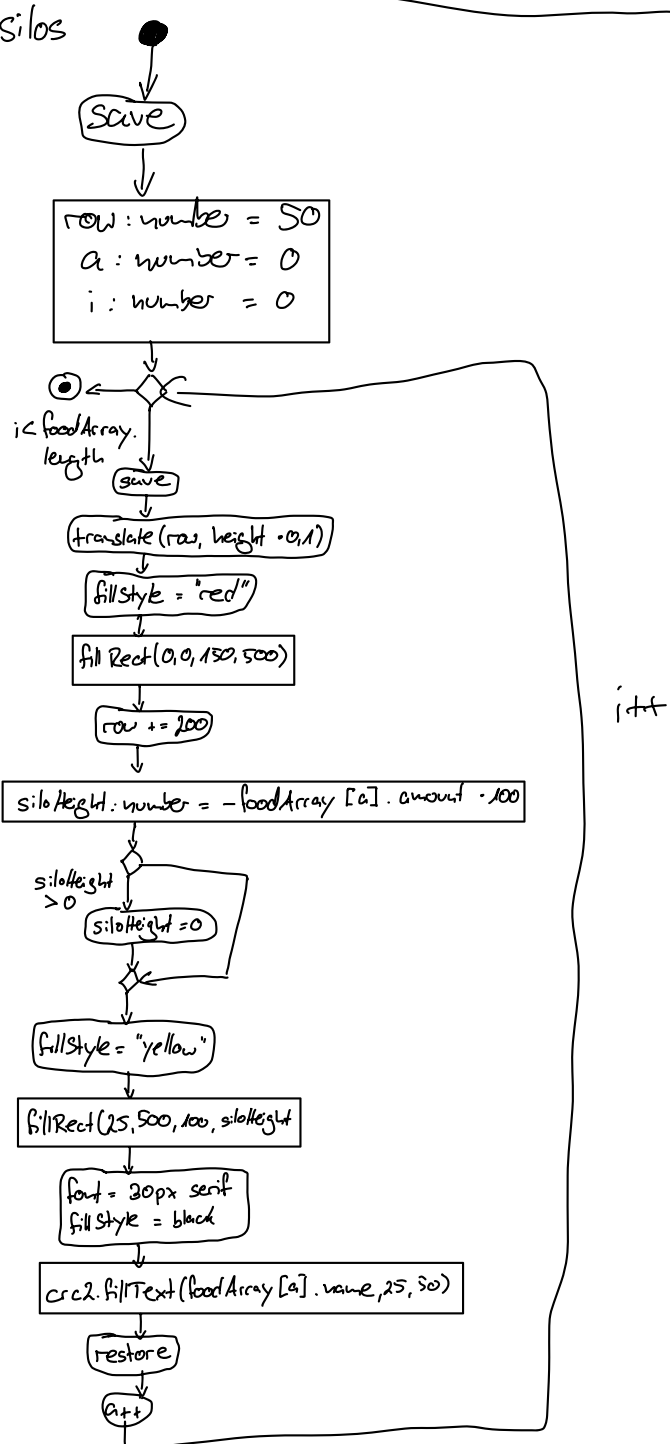
next Day

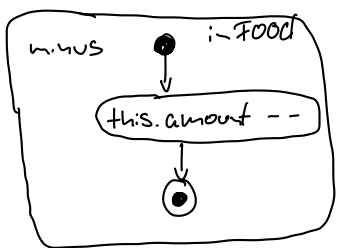
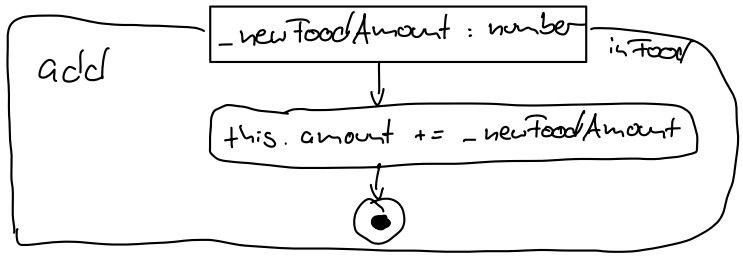
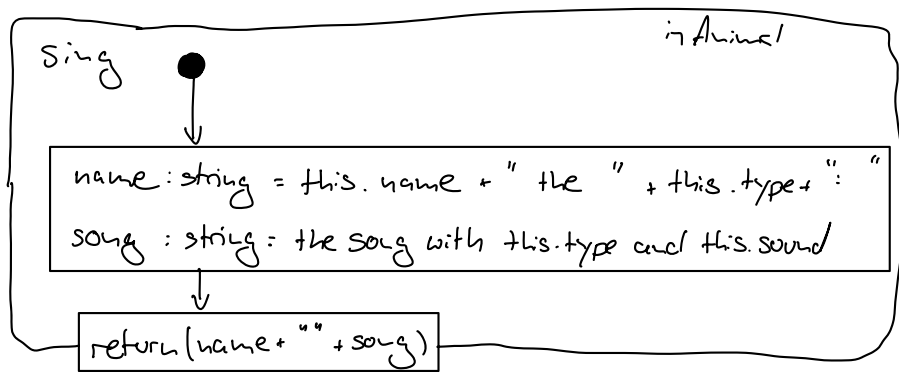
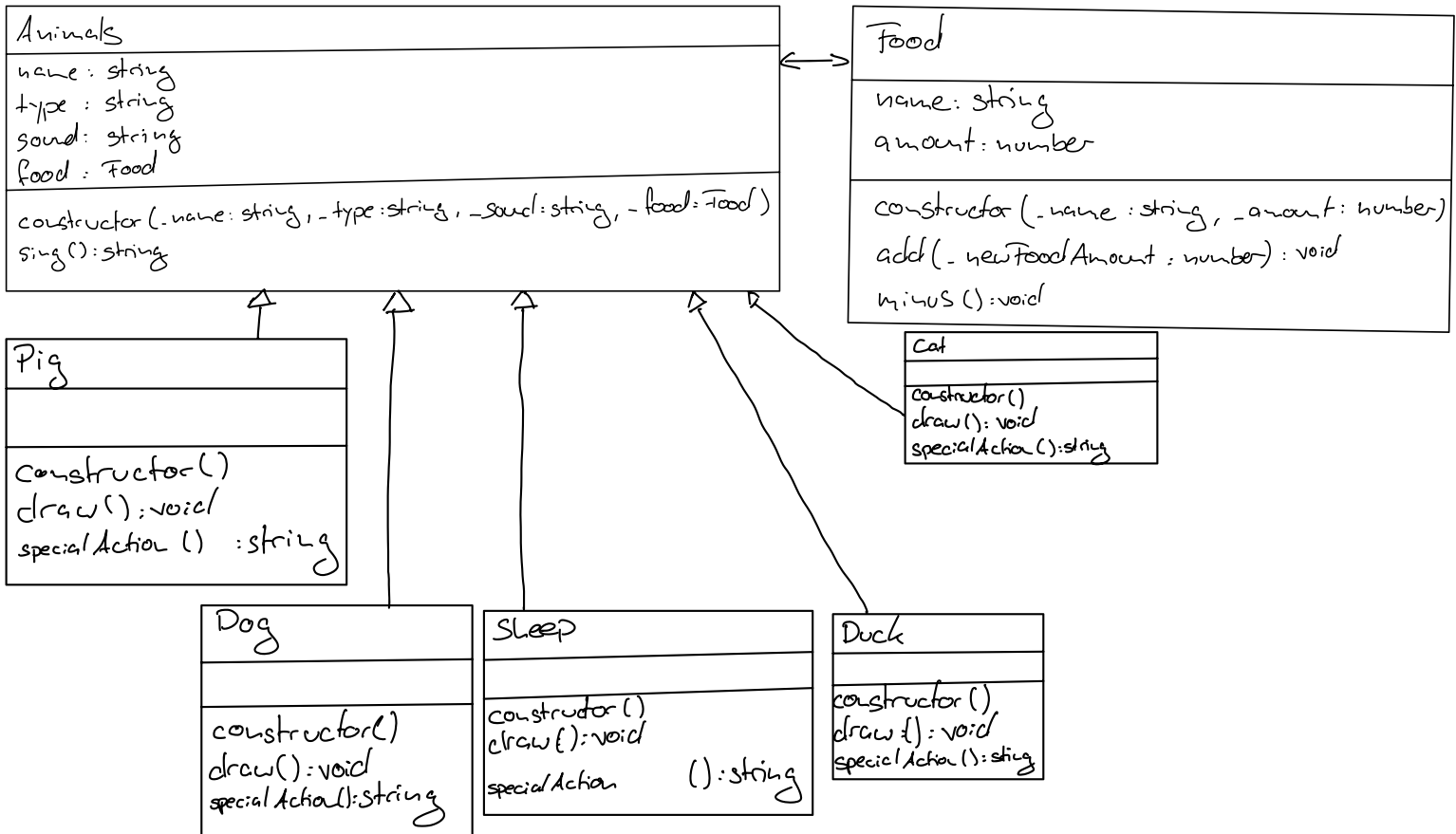


Für die ganzen Tiere habe ich keine ADs gemacht



silos





specialAction in Pig

n: number = randomNumber(5, true) n
text: string = "I found " + n + " truffle today!"

return text

specialAction in Dog

n: number = randomNumber(10, true) n
text: string = "I barked at " + n + " strangers today!"

return text

specialAction in Sleep

n: number = randomNumber(5, true) n
text: string = "I jumped over " + n + " fences today!"

return text

specialAction in Duck

n: number = randomNumber(5, true) n
text: string = "I swam " + n + " hours today!"

return text

specialAction in Cat

n: number = randomNumber(5, true) n
text: string = "I caught " + n + " mice today!"

return text