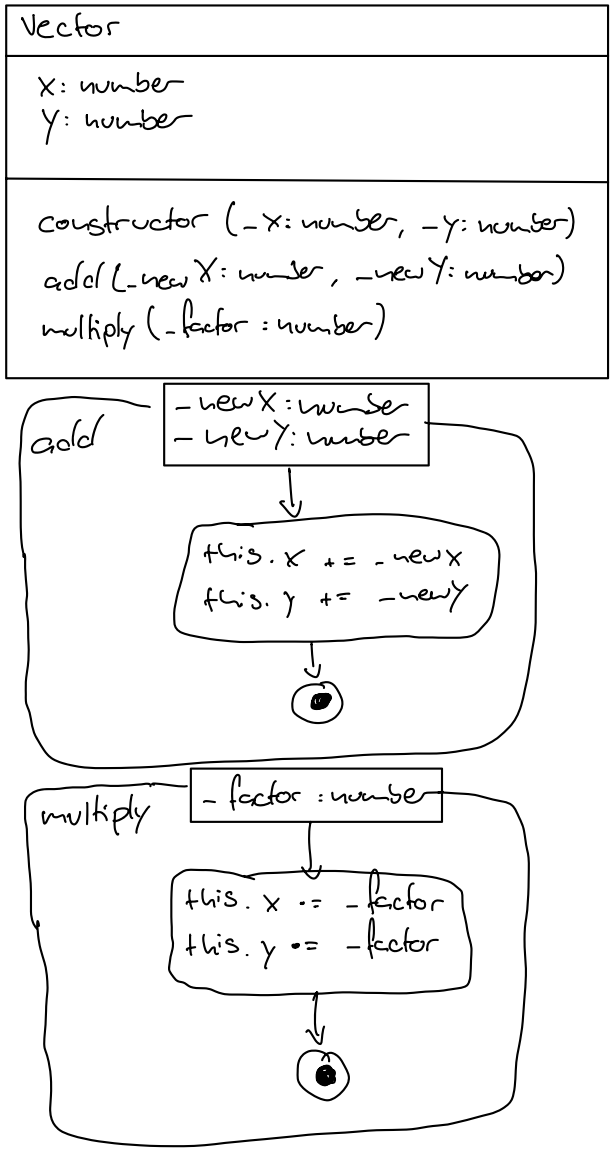
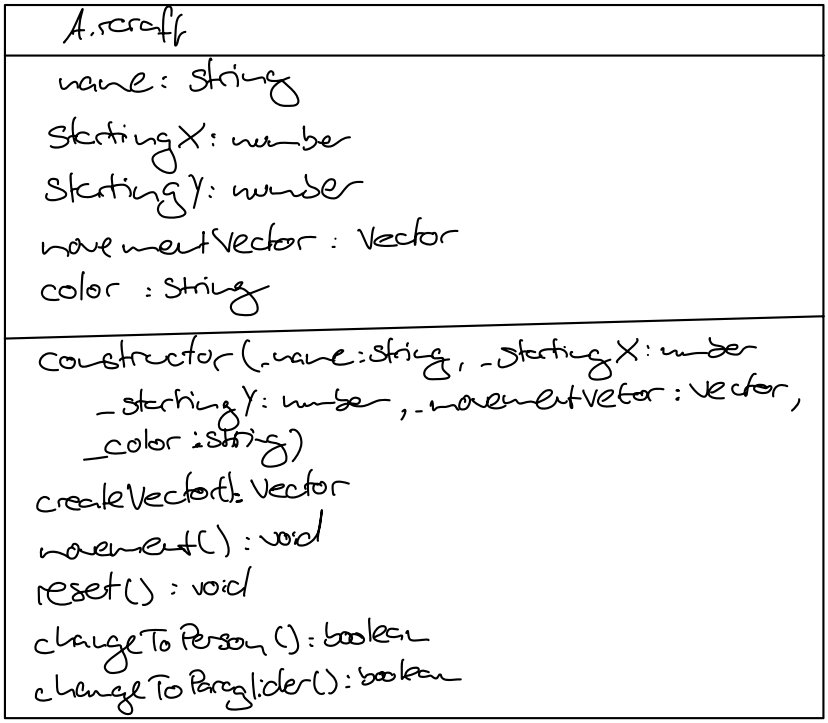
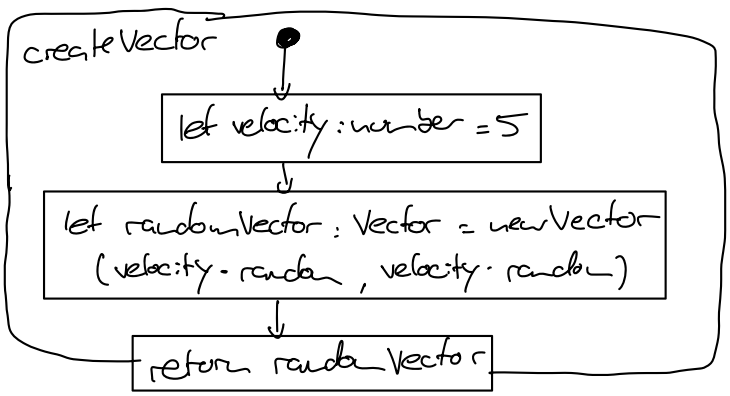
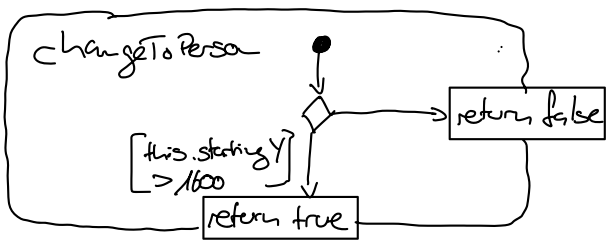
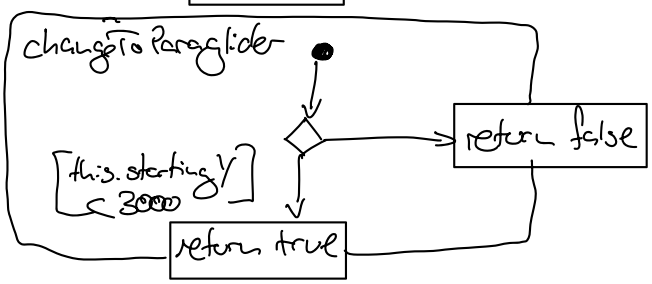
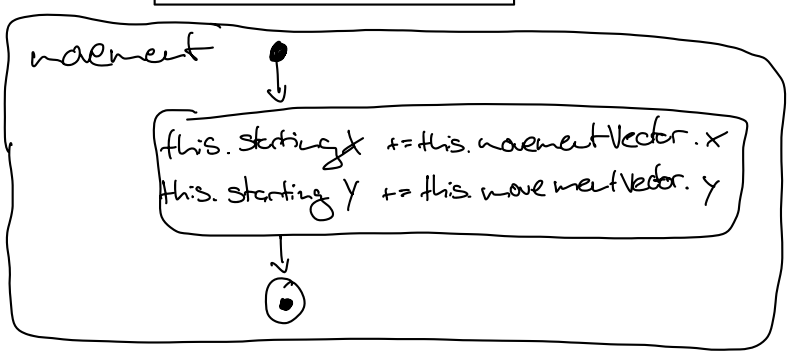

Vector
x: number
y: number
constructor (_x: number, _y: number)
add (_newX: number, _newY: number)
multiply (_factor : number)
add
_newX : number
_newY: number
this.x += _newX
this.y += _newY
multiply
_factor : number
this.x *= _factor
this.y *= _factor

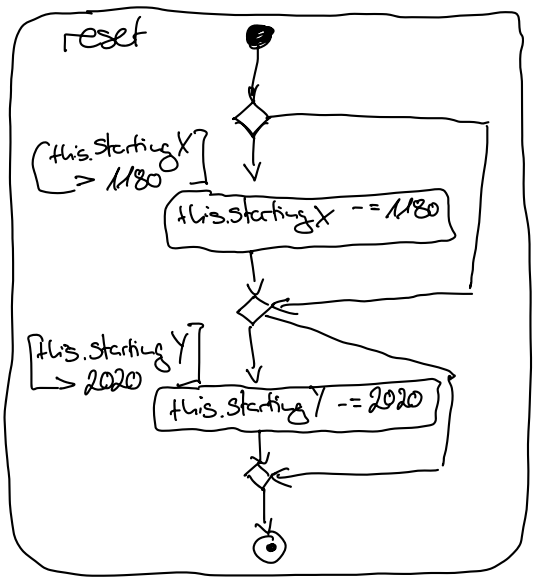

A.rcraft
name: string
startingX: number
startingY: number
movementVector : Vector
color : string
constructor(_name:string, _startingX: number
_startingY: number, _movementVector: Vector,
_color:string)
createVector(): Vector
movement(): void
reset(): void
changeToPerson(): boolean
changeToParaglider(): boolean

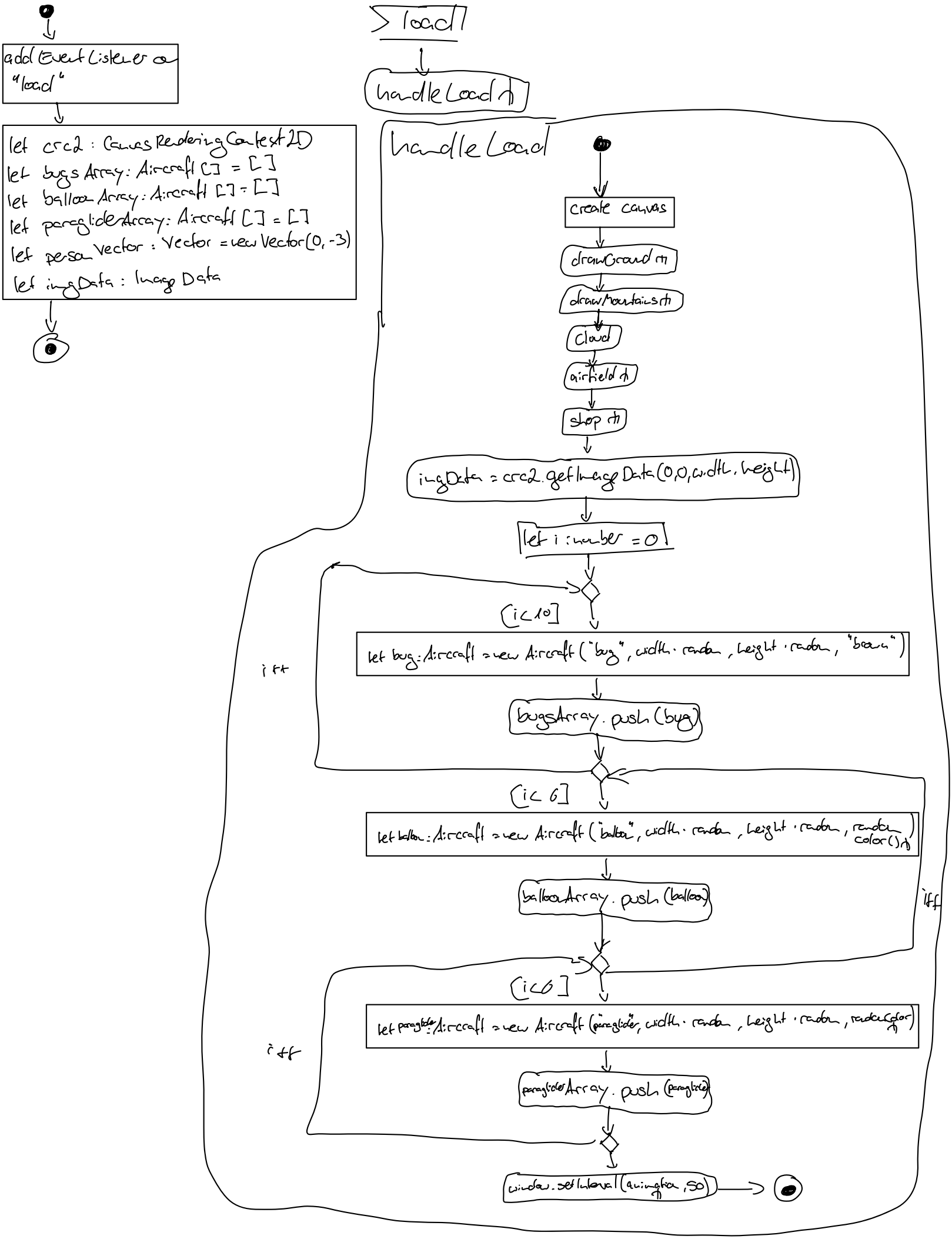

createVector
let velocity: number = 5
let randomVector: Vector = newVector
(velocity - random, velocity - random)
return randomVector

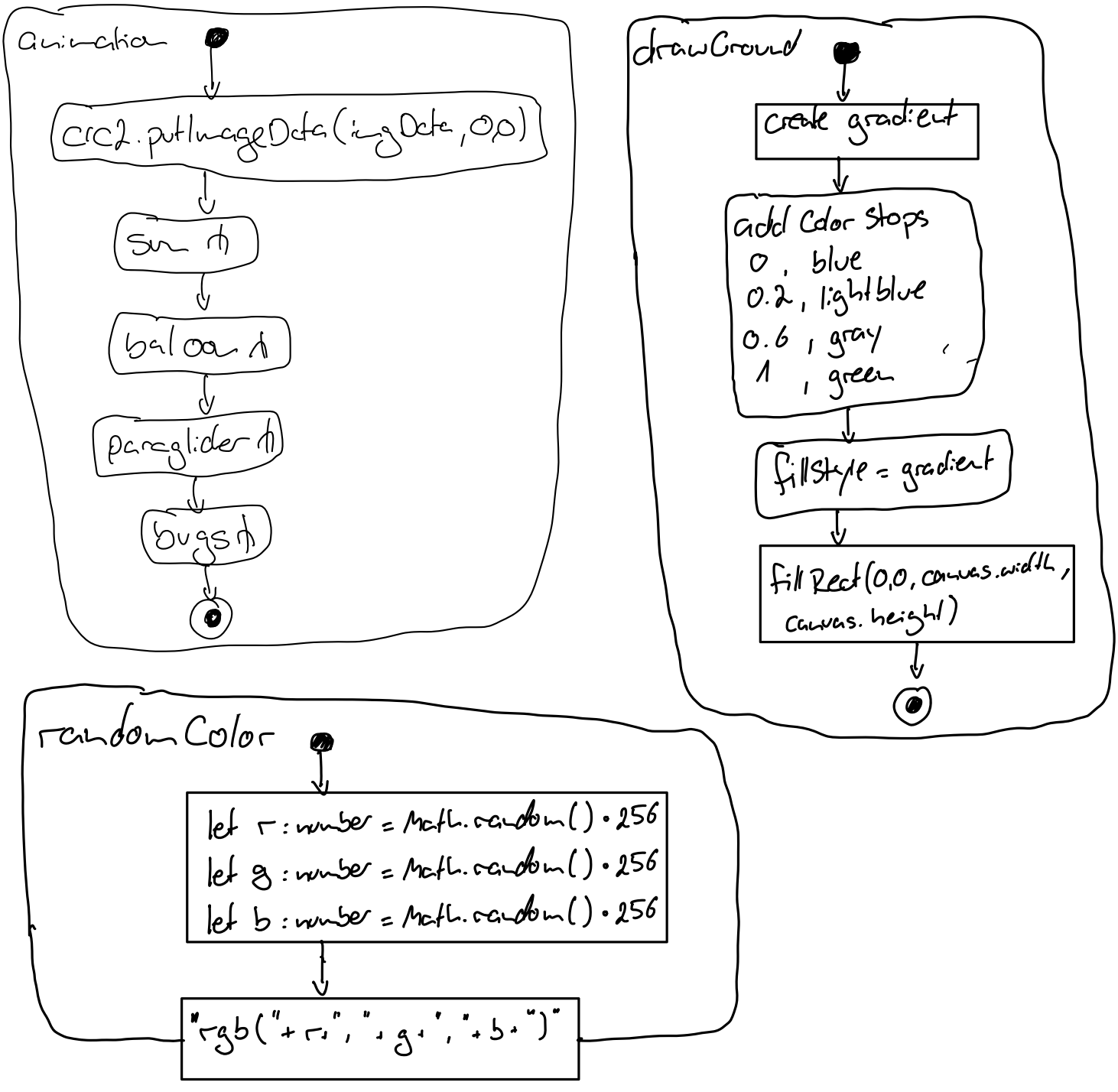

changeToPerson
this.startingY
> 1600
return false
return true

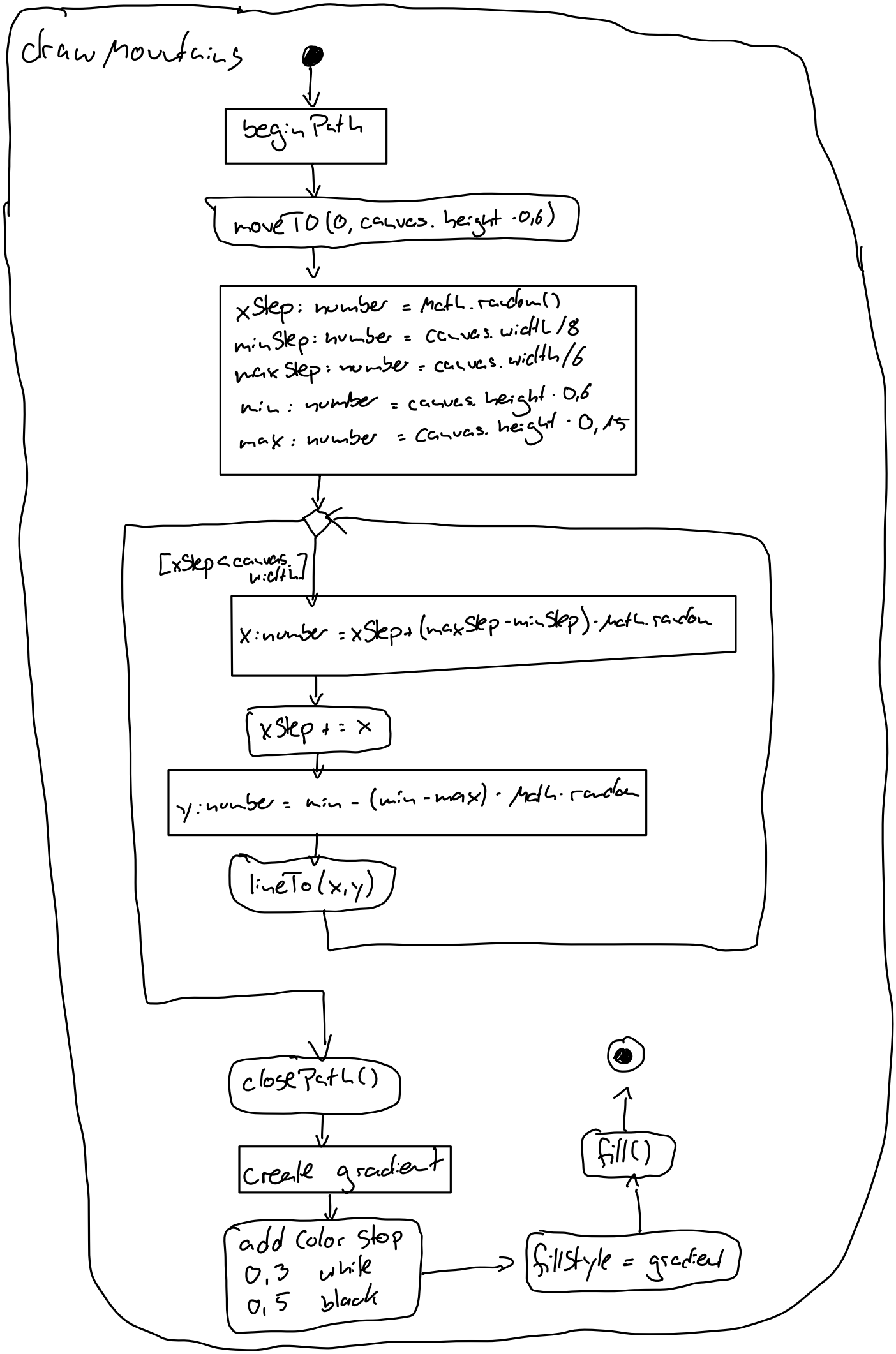

changeToParaglider
this.startingY
< 3000
return false
return true

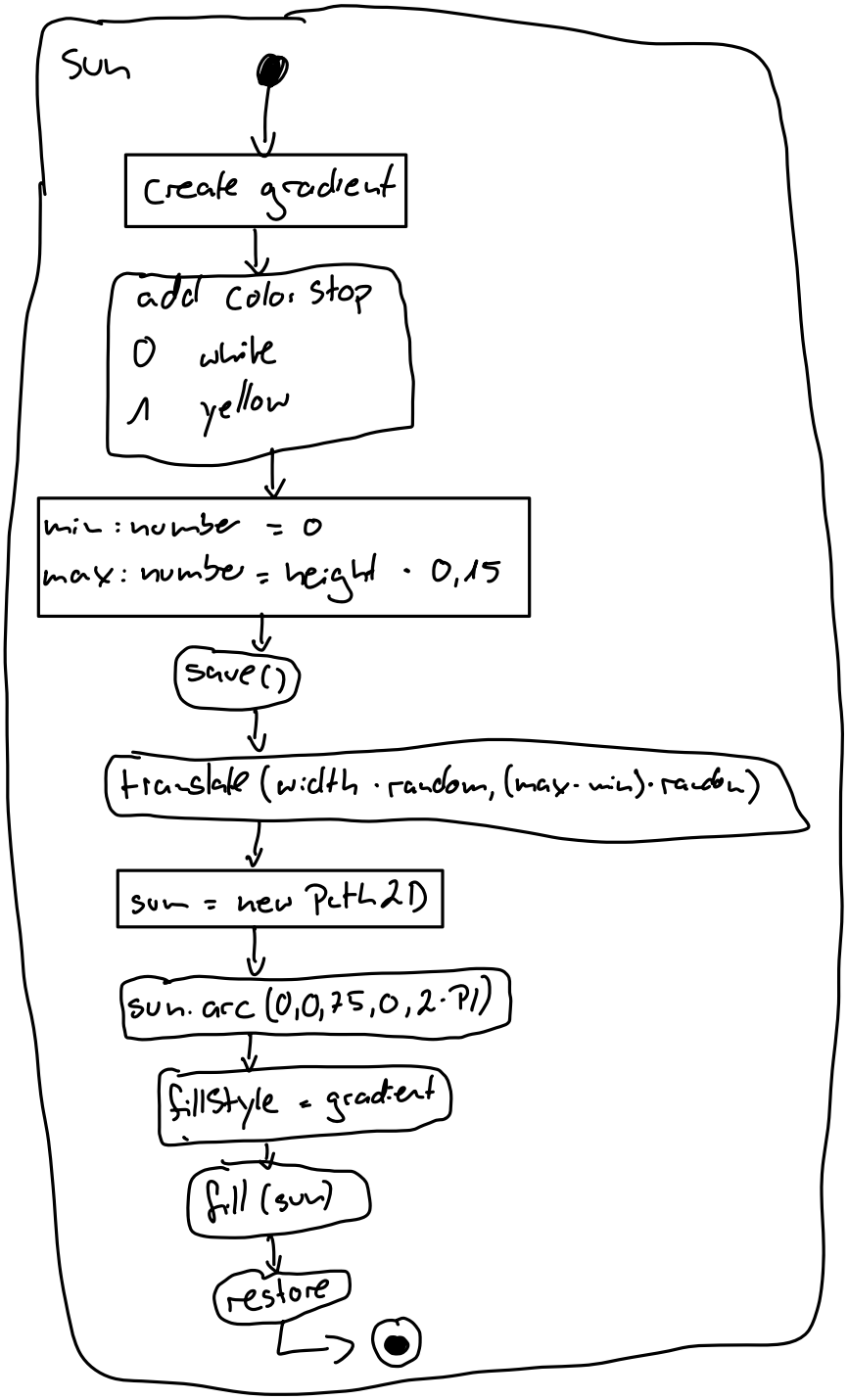

movement
this.startingX += this.movementVector.x
this.startingY += this.movementVector.y

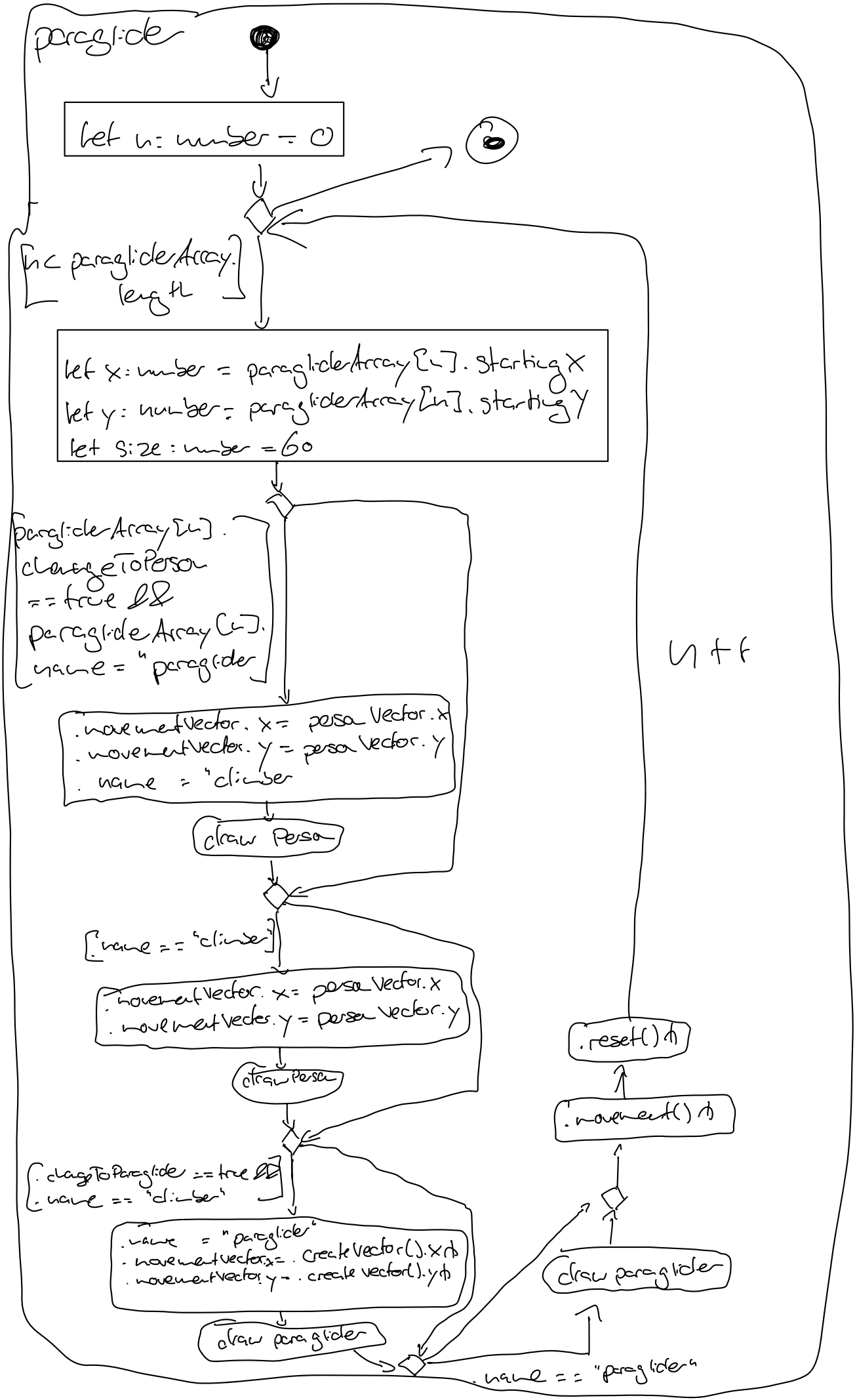

reset
this.startingX
> 1180
this.startingX -= 1180
this.startingY
> 2020
this.startingY -= 2020

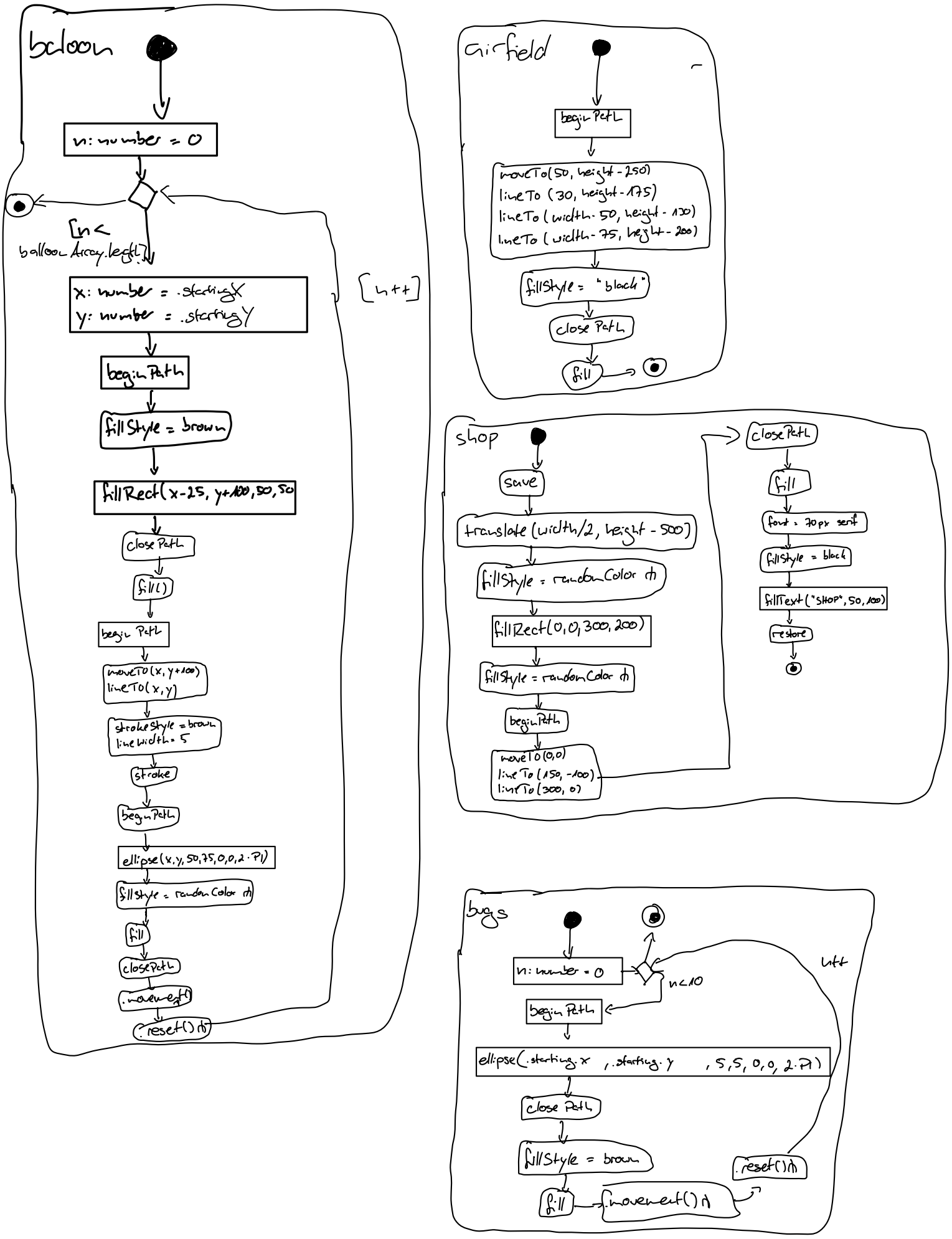

addEventListener on "load"
let crc2 : CanvasRenderingContext2D
let bugsArray: Aircraft [] = []
let balloonArray: Aircraft [] = []
let paragliderArray: Aircraft [] = []
let persVector : Vector = new Vector(0, -3)
let imgData : ImageData
>load()
handleLoad()
handleLoad
create canvas
drawGround()
drawMountains()
cloud()
airfield()
shop()
imgData = crc2.getImageData(0,0,width, height)
let i :number = 0
[i<10]
let bug:Aircraft = new Aircraft("bug", width * random, height * random, "brown")
bugsArray.push(bug)
i++
[i<6]
let balloon:Aircraft = new Aircraft("balloon", width * random, height * random, randomColor())
balloonArray.push(balloon)
i++
[i<6]
let paraglider:Aircraft = new Aircraft(paraglider, width * random, height * random, randomColor)
paragliderArray.push(paraglider)
i++
window.setInterval(animation, 50)

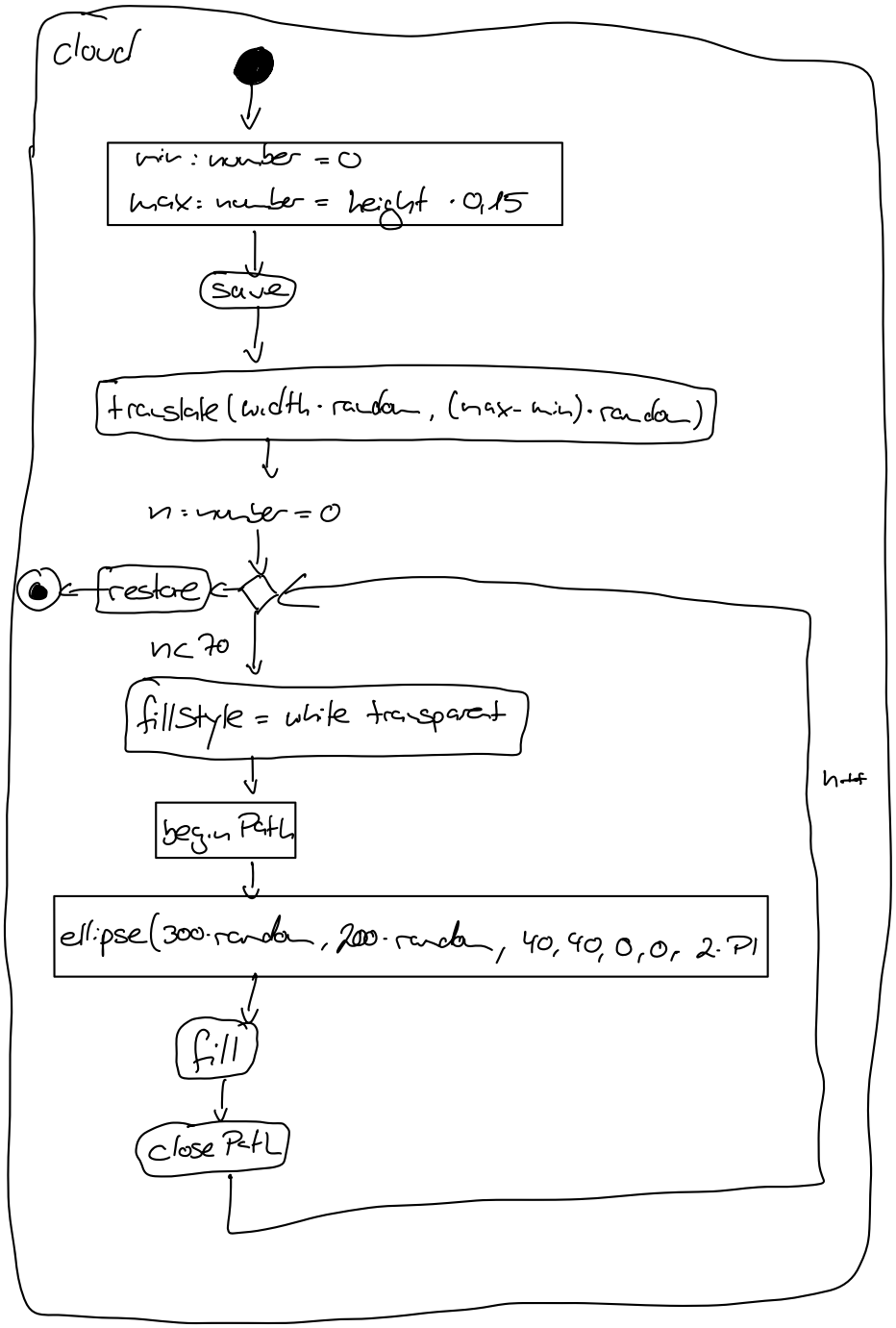

animation
ctx2.putImageData(imgData,0,0)
sun()
balloon()
paraglider()
bugs()
drawGround
create gradient
add Color Stops
0 , blue
0.2 , lightblue
0.6 , gray
1 , green
fillStyle = gradient
fillRect(0,0, canvas.width, canvas.height)
randomColor
let r : number = Math.random() * 256
let g : number = Math.random() * 256
let b : number = Math.random() * 256
"rgb(" + r + "," + g + "," + b + ")"


drawMountains
beginPath
moveTO(0, canvas.height ·0,6)
xStep: number = Math.random()
minStep: number = canvas.width/8
maxStep: number = canvas.width/6
min: number = canvas.height · 0,6
max: number = canvas.height · 0,15
[xStep < canvas.width]
x:number = xStep + (maxStep - minStep) · Math.random
xStep += x
y:number = min - (min - max) · Math.random
lineTo(x,y)
closePath()
create gradient
add Color Stop
0,3 white
0,5 black
fillStyle = gradient
fill()


Sun
Create gradient
add Color Stop
0 white
1 yellow
min : number = 0
max : numbe = height · 0,15
save()
translate (width · random, (max - min) · random)
sun = new Path2D
sun.arc (0,0,75,0,2·PI)
fillStyle = gradient
fill (sun)
restore


paraglider
let n: number = 0
n < paragliderArray.length
let x: number = paragliderArray[n].startingX
let y: number = paragliderArray[n].startingY
let size: number = 60
paragliderArray[n].changeToPerson == true && paragliderArray[n].name = "paraglider
.movementVector.x = personVector.x
.movementVector.y = personVector.y
.name = "climber
draw Person
.name == "climber"
.movementVector.x = personVector.x
.movementVector.y = personVector.y
draw Person
.changeToParaglide == true && .name == "climber"
.name = "paraglider"
.movementVector.x = .createVector().x/5
.movementVector.y = .createVector().y/5
draw paraglider
.name == "paraglider"
draw paraglider
.movement()
.reset()
n++


balloon
n: number = 0
[n < balloonArray.length]
[n++]
x: number = .startingX
y: number = .startingY
beginPath
fillStyle = brown
fillRect(x-25, y+100, 50, 50)
closePath
fill()
beginPath
moveTo(x, y+100)
lineTo(x, y)
strokeStyle = brown
lineWidth = 5
stroke
beginPath
ellipse(x, y, 50, 75, 0, 0, 2·PI)
fillStyle = randomColor()
fill
closePath
.movement()
.reset()
airfield
beginPath
moveTo(50, height - 250)
lineTo(30, height - 175)
lineTo(width - 50, height - 130)
lineTo(width - 75, height - 200)
fillStyle = "black"
closePath
fill
shop
save
translate(width/2, height - 500)
fillStyle = randomColor()
fillRect(0, 0, 300, 200)
fillStyle = randomColor()
beginPath
moveTo(0,0)
lineTo(150, -100)
lineTo(300, 0)
closePath
fill
font = 70px serif
fillStyle = black
fillText("SHOP", 50, 100)
restore
bugs
n: number = 0
n<10
left
beginPath
ellipse(.startingX, .startingY, 5, 5, 0, 0, 2·PI)
closePath
fillStyle = brown
fill
.movement()
.reset()


cloud
min : number = 0
max: number = height · 0,15
save
translate(width · random, (max - min) · random)
n : number = 0
restore
n < 70
fillStyle = white transparent
beginPath
ellipse(300 · random, 200 · random, 40, 40, 0, 0, 2 · PI
fill
closePath