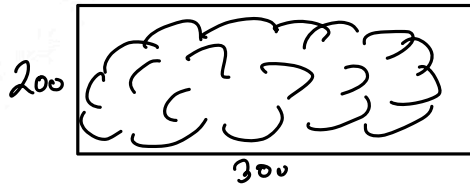
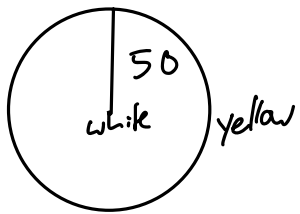


blue



random
between
0 and
height · 0,25

height · 0,25

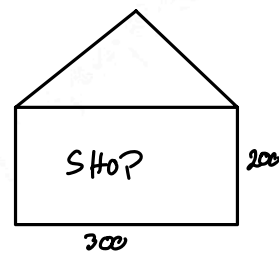
mountain

height · 0,5

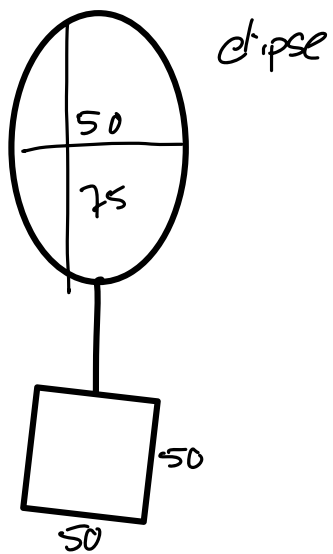
white

grey
white

black
random



green



load

handleLoad

handleLoad

create canvas

drawGround m

drawMountains m

sun m

Cloud

airfield m

shop m

paraglider m

balloon m

bugs m

drawGround

create gradient

add color stops

0, blue
0.2, light blue
0.6, gray
1, green

fillStyle = gradient

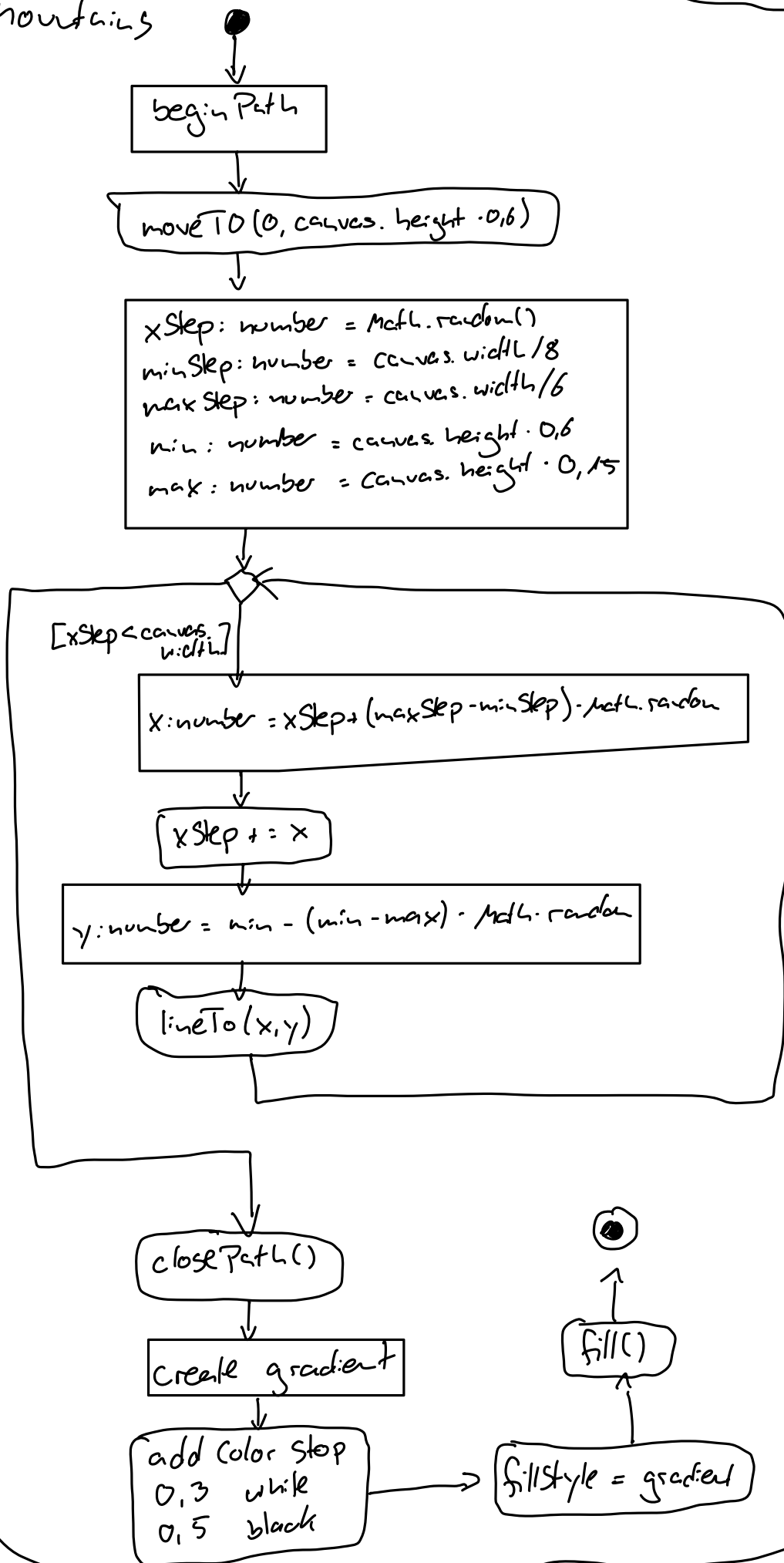
fillRect(0,0, canvas.width,
canvas.height)

randomColor

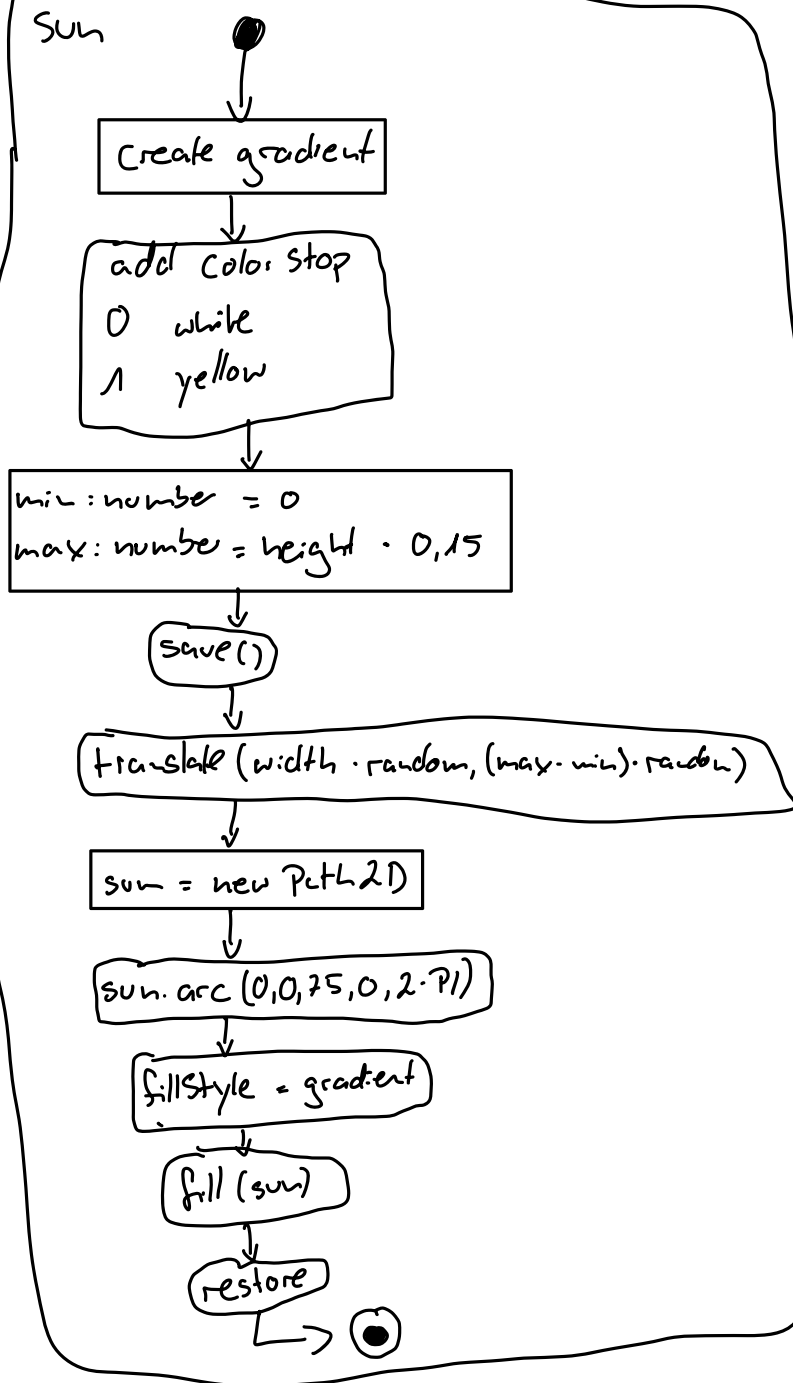
let r: number = Math.random() * 256
let g: number = Math.random() * 256
let b: number = Math.random() * 256

"rgb("+ r + ", " + g + ", " + b + ")"

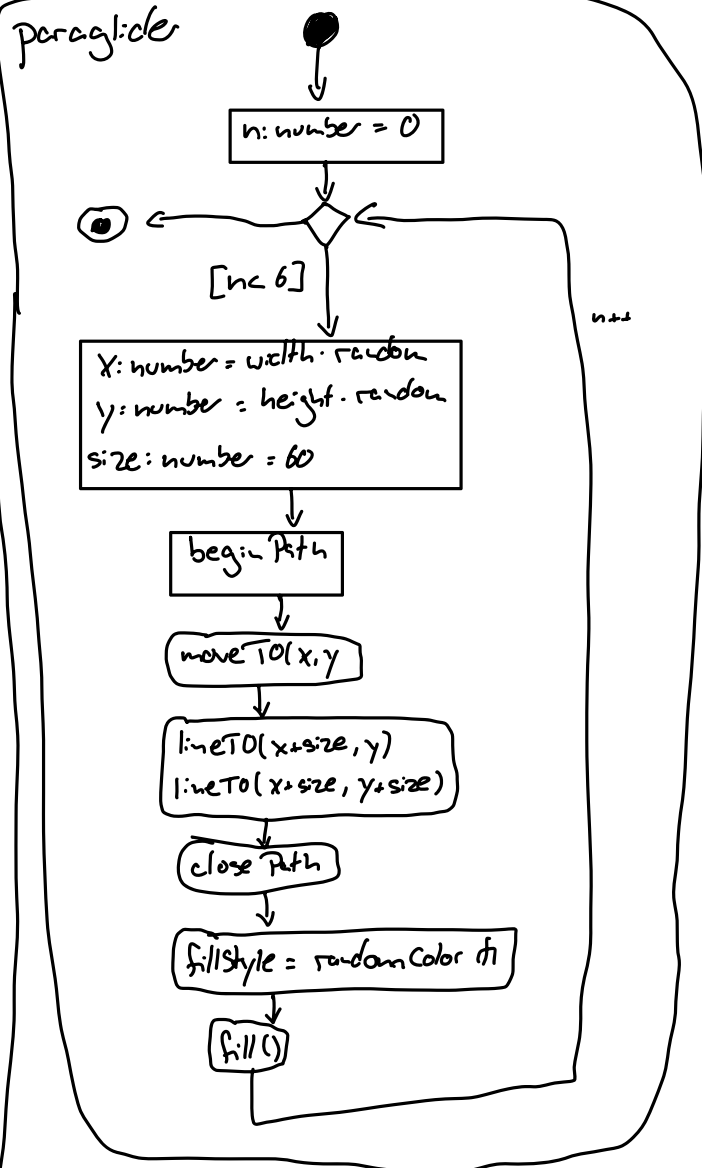
draw mountains



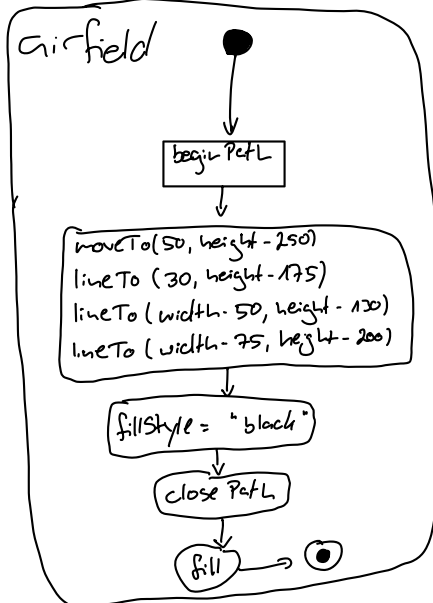
Sun



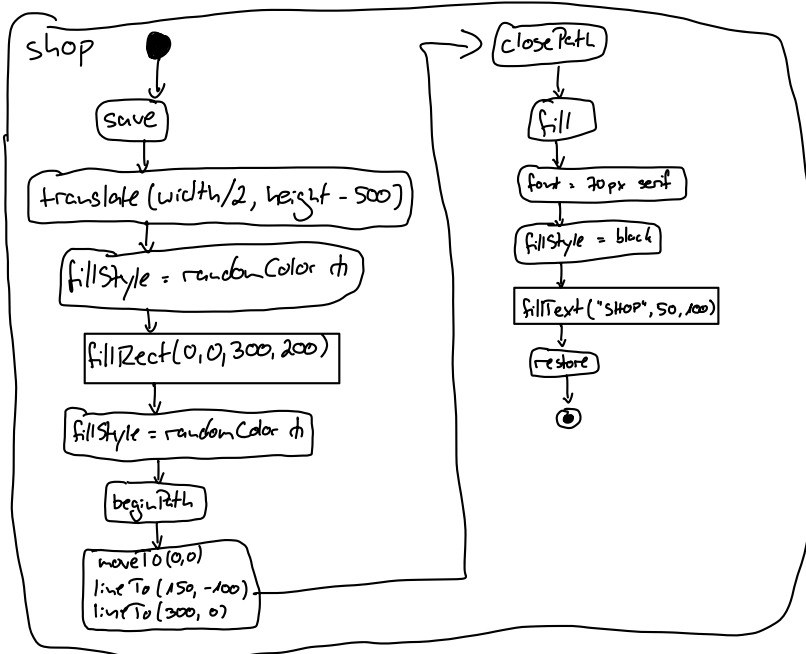
paraglider



Airfield



shop



beloon



n: number = 0

[n < 4]

x: number = width · random
y: number = height · random

[n++]

begin Path

fillStyle = brown

fillRect(x-25, y+100, 50, 50)

close Path

fill()

begin Path

moveTo(x, y+100)
lineTo(x, y)

strokeStyle = brown
lineWidth = 5

stroke

begin Path

ellipse(x, y, 50, 75, 0, 0, 2 · π)

fillStyle = randomColor()n

fill

close Path

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

begin Path

ellipse(300 · random, 200 · random, 40, 40, 0, 0, 2 · π)

fill

close Path

n++

bugs



n: number = 0

begin Path

ellipse(width · random, height · random, 5, 5, 0, 0, 2 · π)

close Path

fillStyle = brown

fill