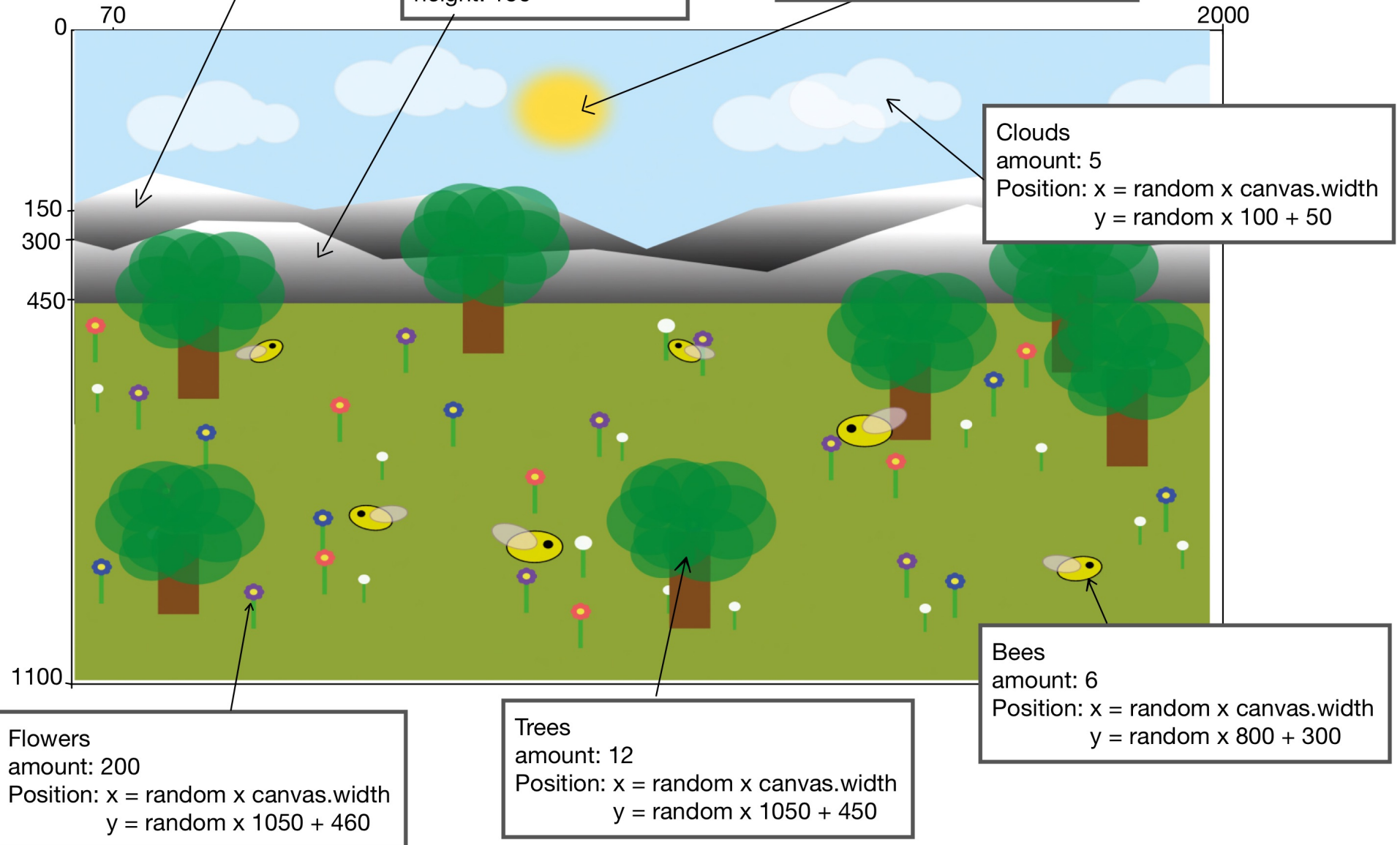


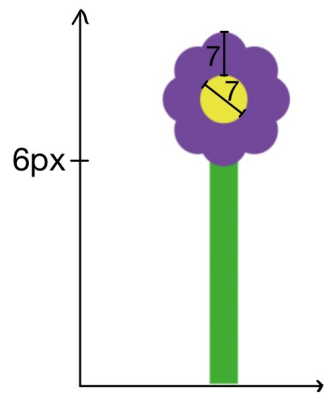
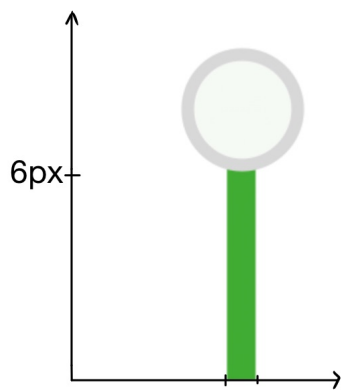
Canvas:  
1100 x 2000px

mountain  
Position:  $x = 0$ ;  $y = 150$   
height: 300

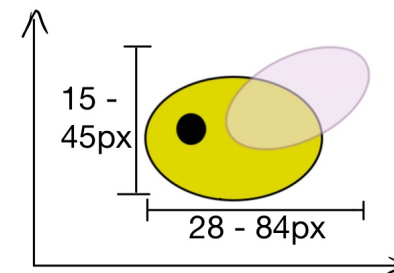
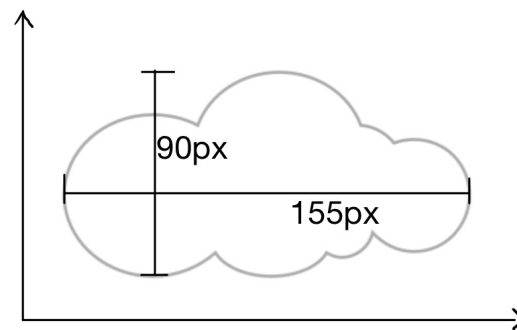
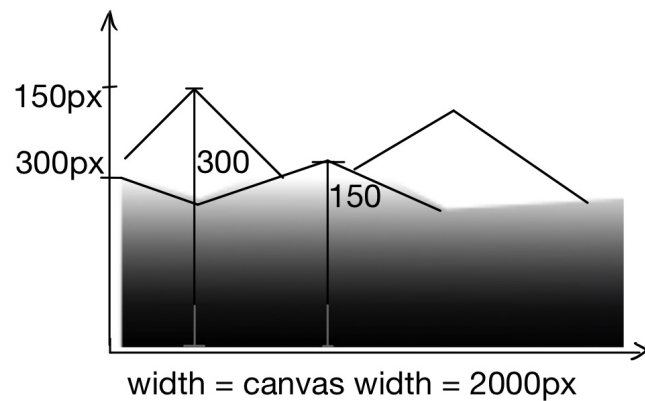
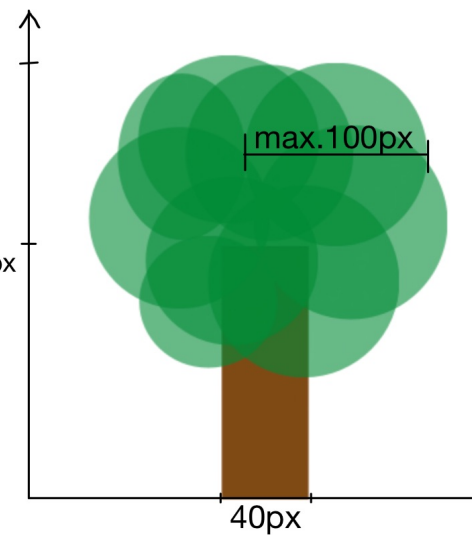
mountain2  
Position:  $x = 0$ ;  $y = 300$   
height: 150

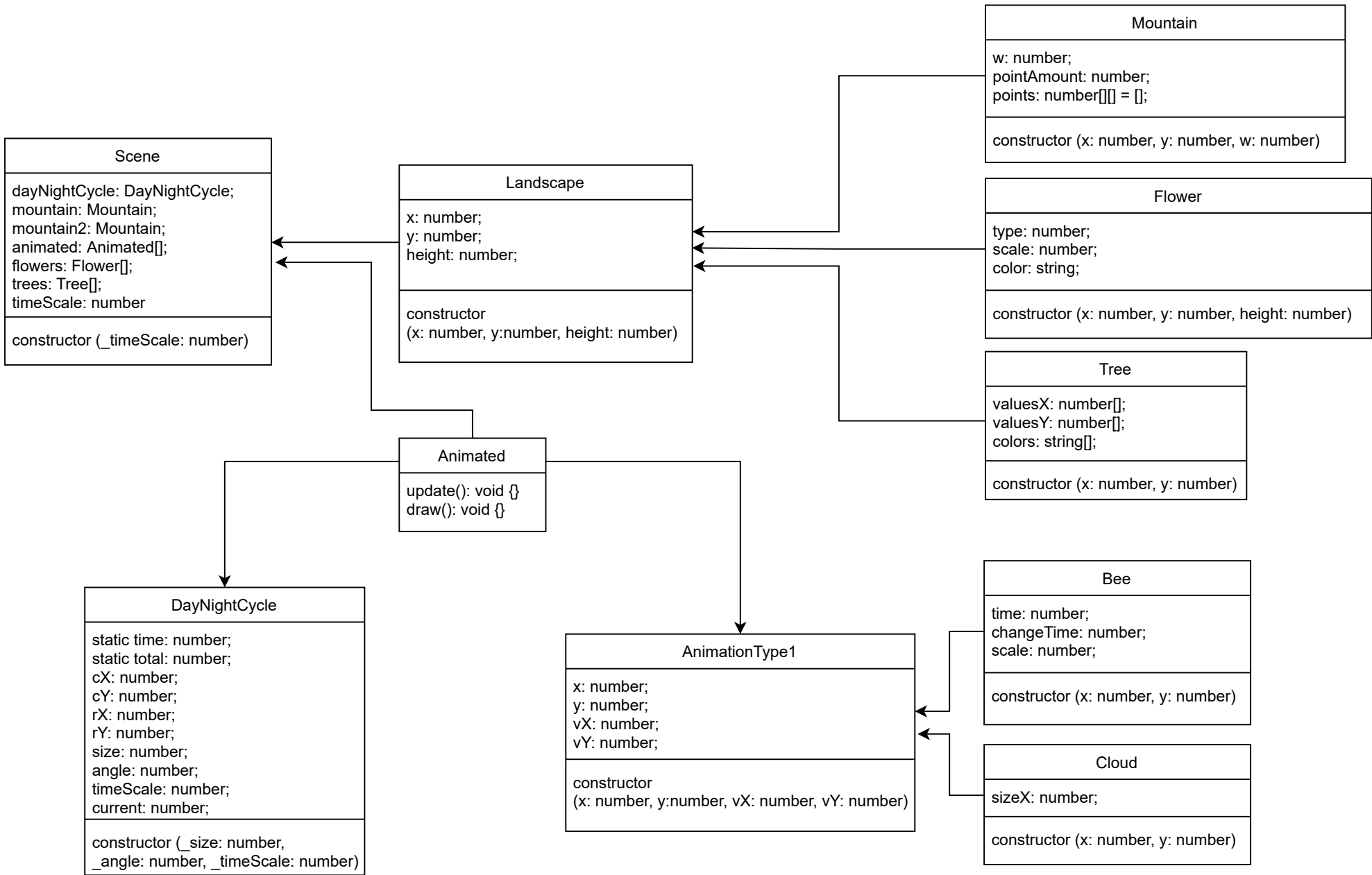
DayNightCycle  
Position:  $x = 70$ ;  $y = \text{Math.PI}$   
cycle = timeScale



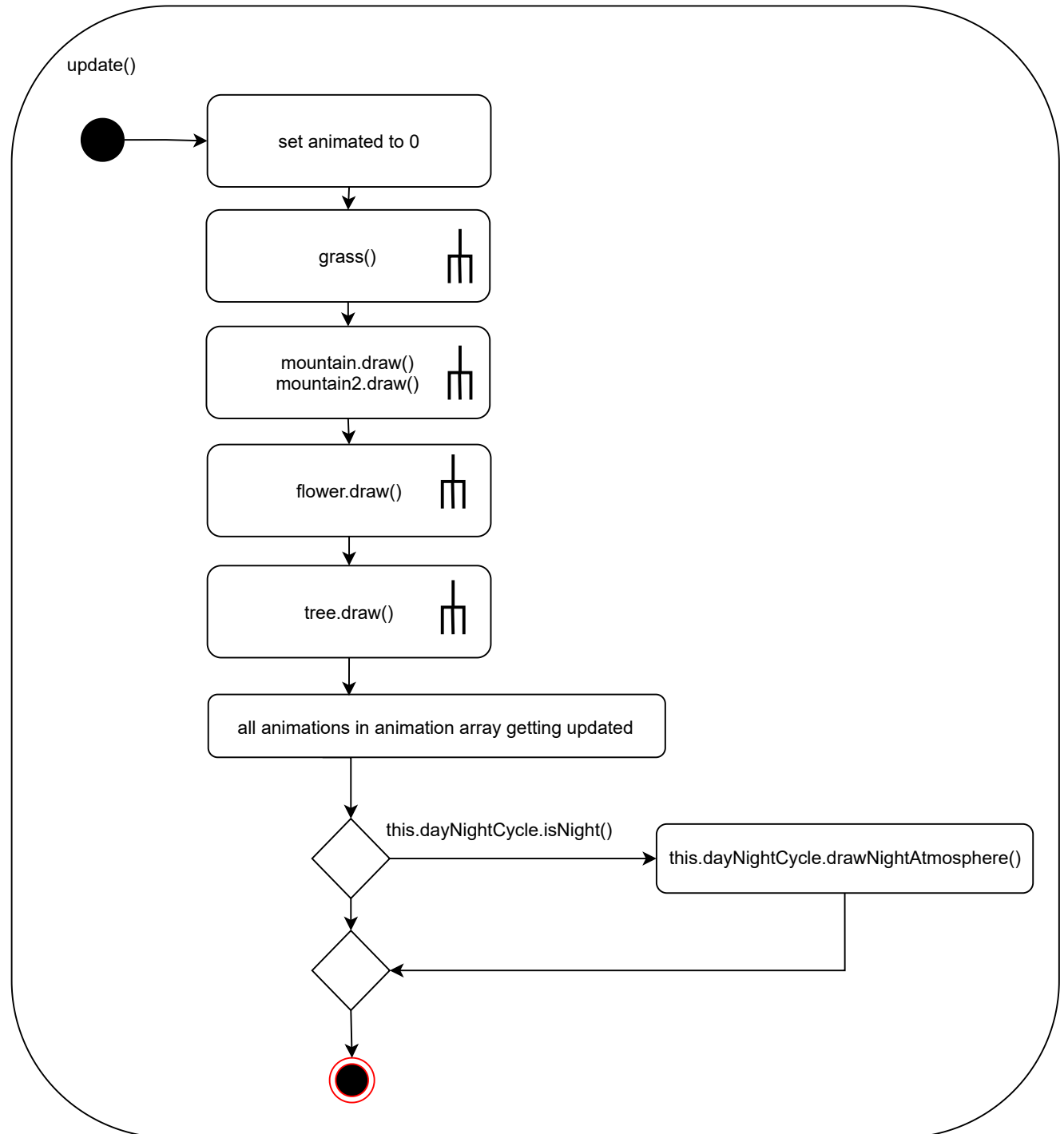
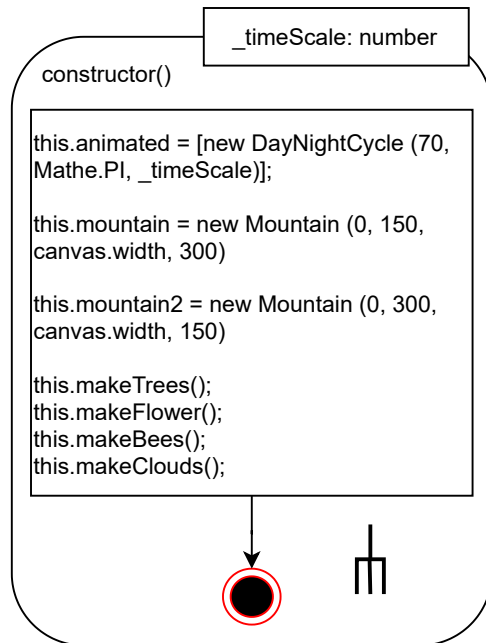


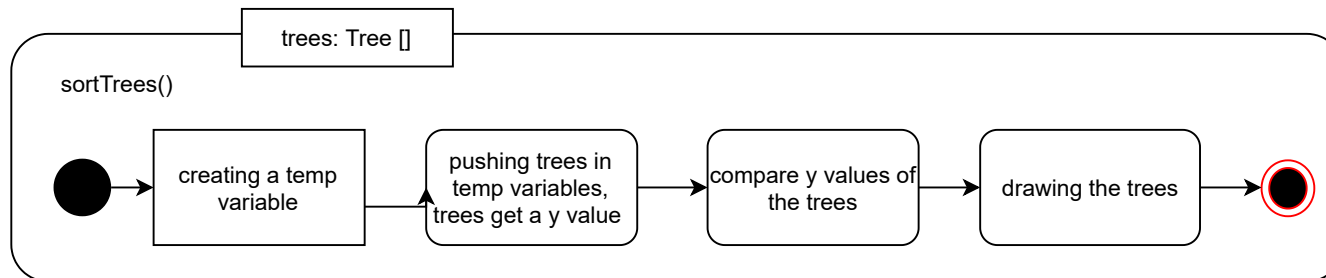
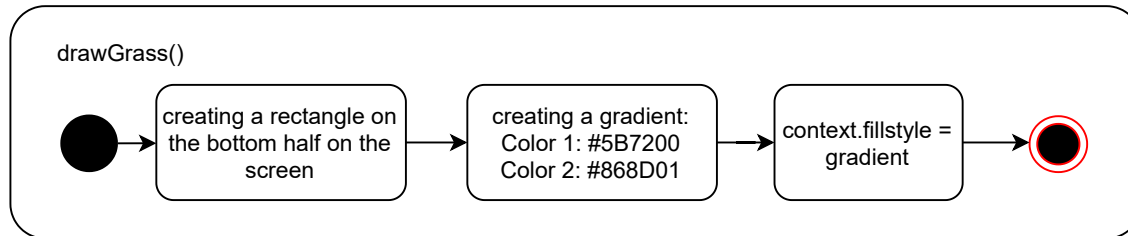
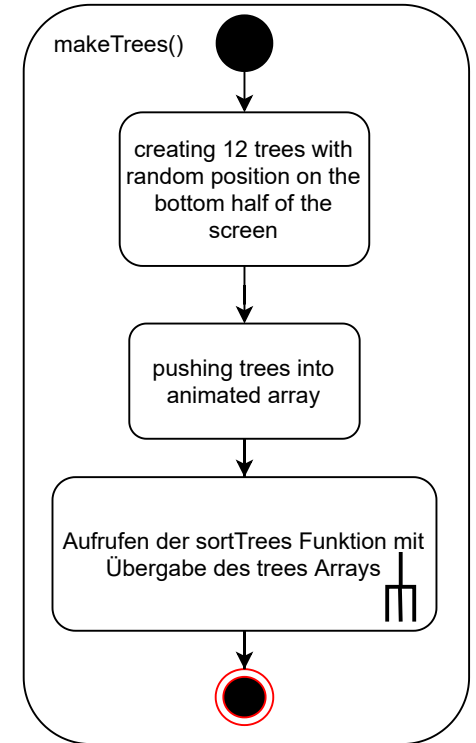
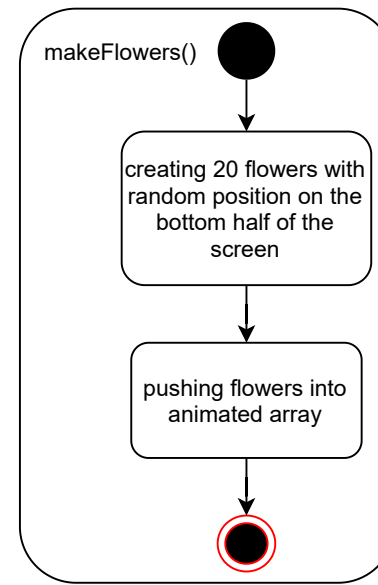
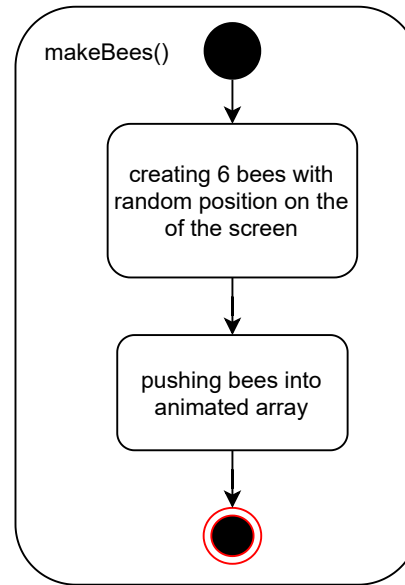
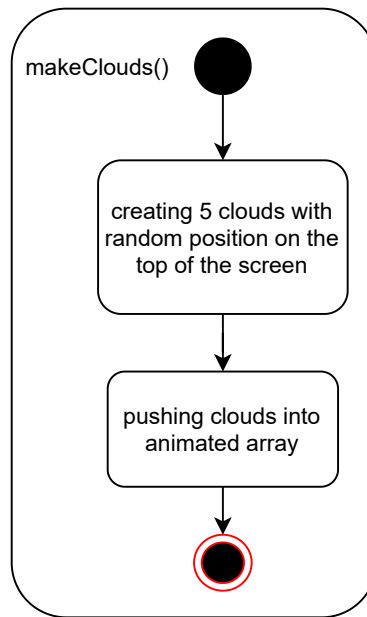
height trunk:  
-150px - random x 100px



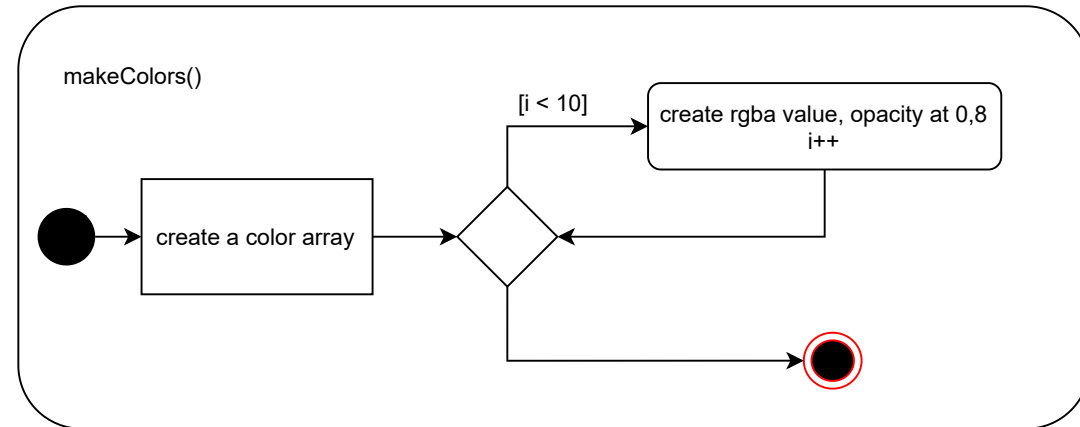
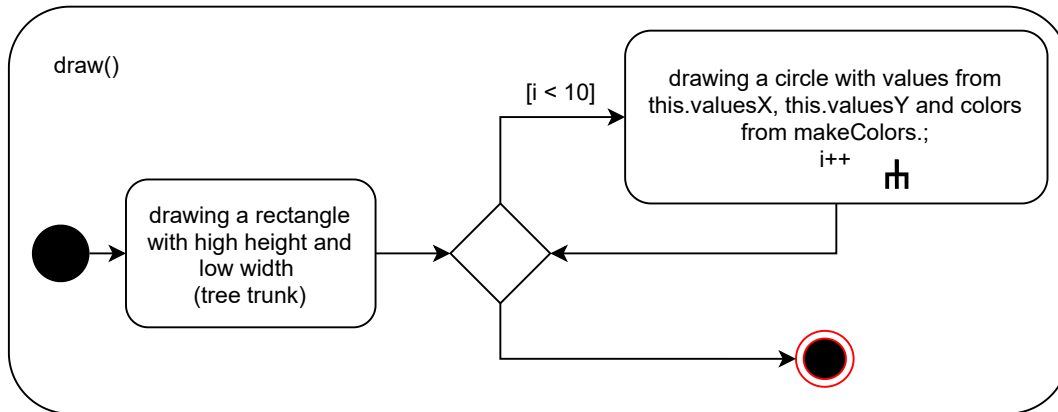
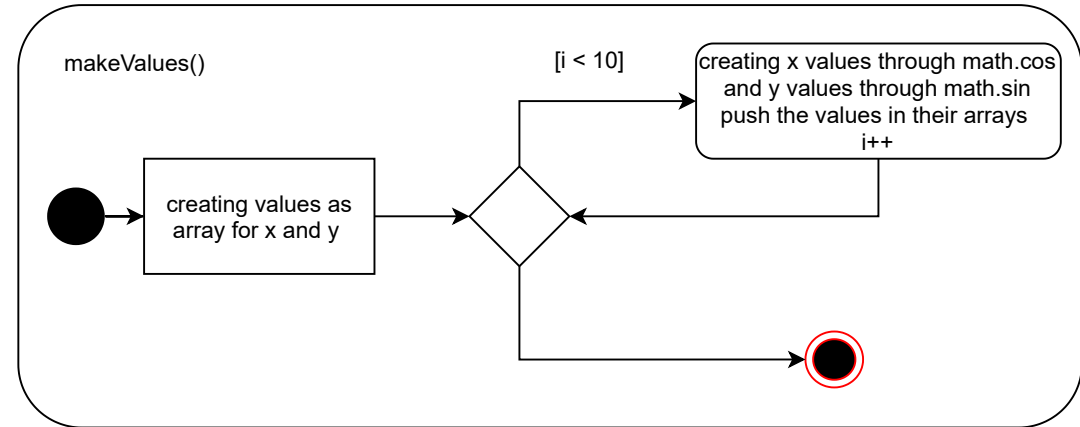
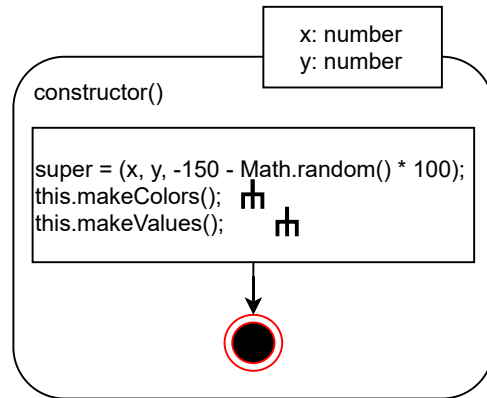


# Aktivitätsdiagramm: Scene

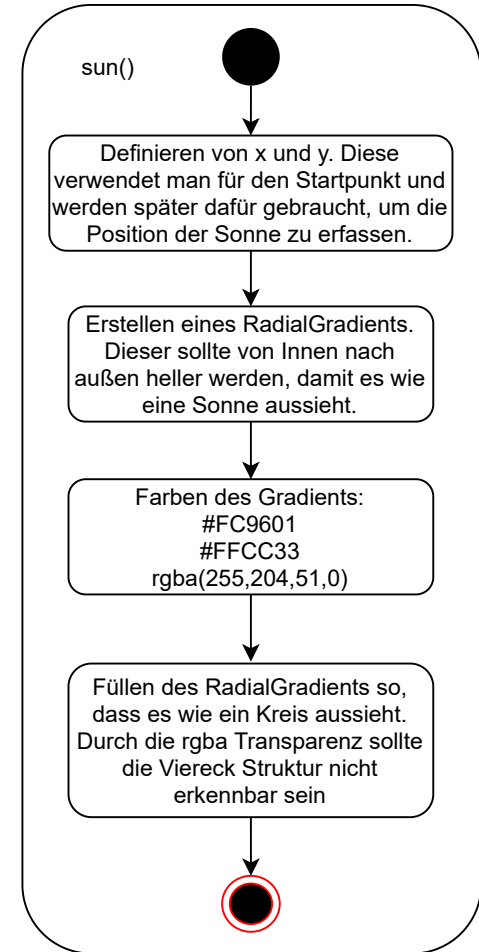
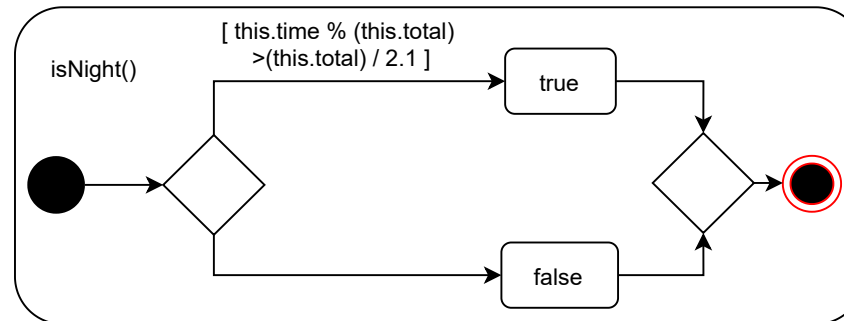
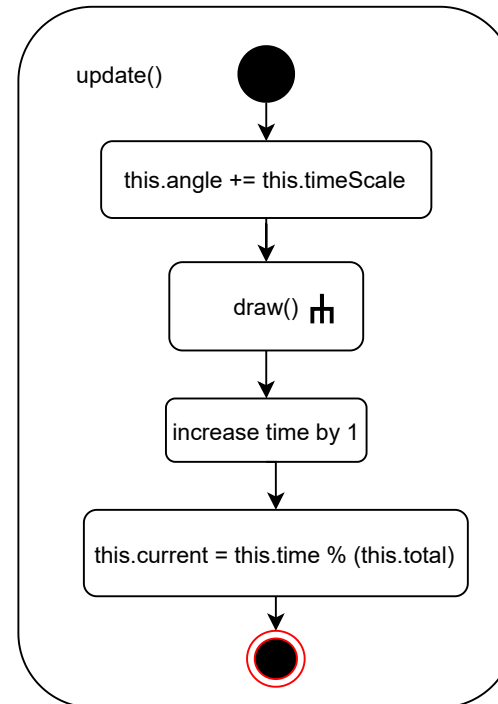
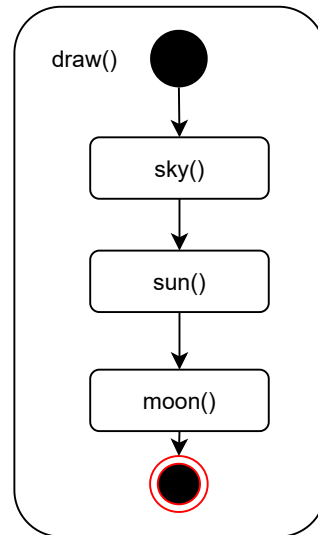
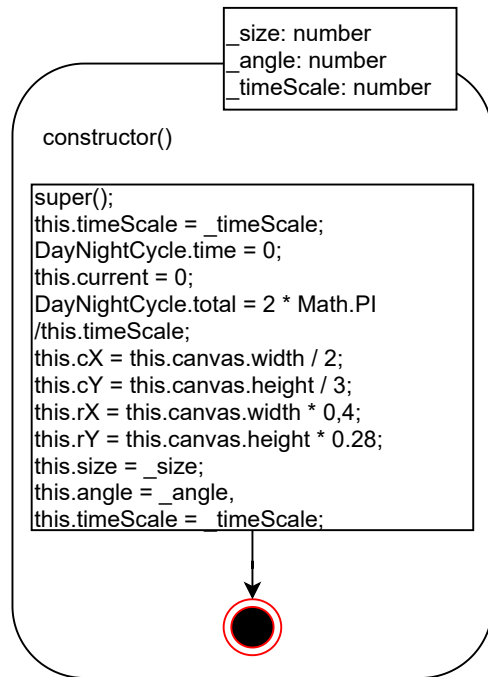


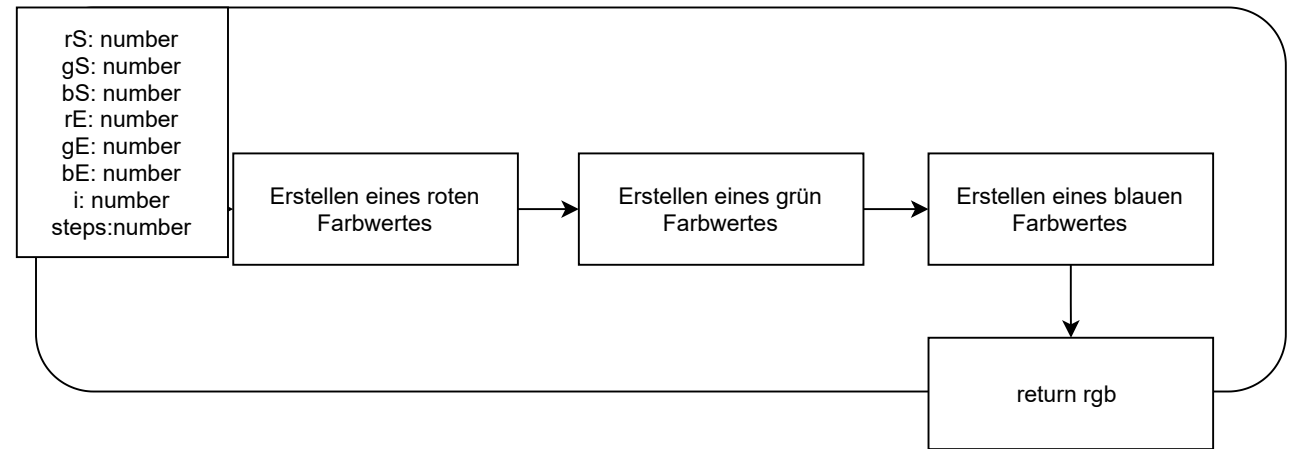
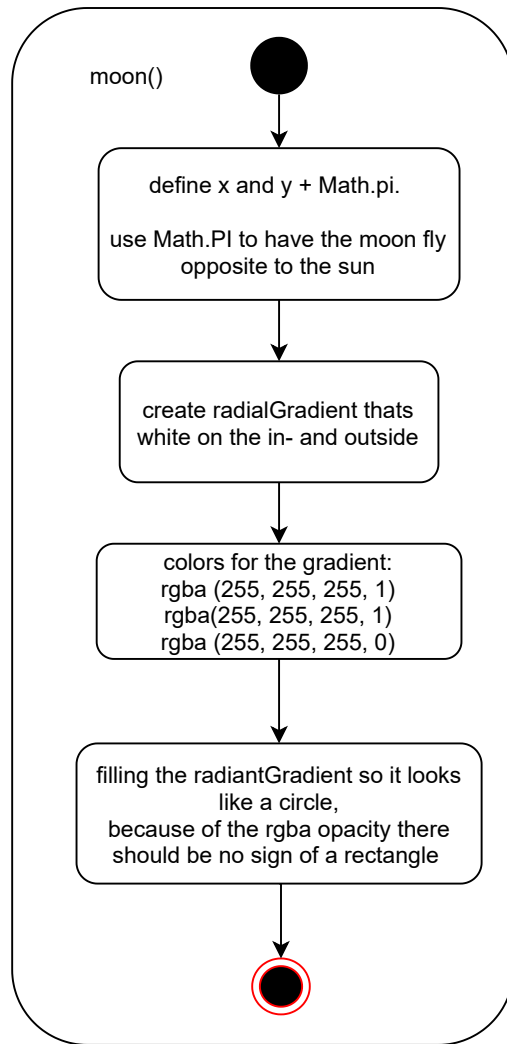


# Aktivitätsdiagramm: Trees



# Aktivitätsdiagramm: DayNightCycle







sky()



Erstellen eines Vierecks  
das die obere  
Hälfte des Screens  
einnimmt

$\text{this.current} > 0 \ \&\& \ \text{this.current} < \text{this.total} * 0.02$

$\text{this.context.fillStyle} =$

`DayNightCycle.colorFade(39, 33, 78, 255, 107, 62, this.time % this.total, this.total * 0.02);`

$\text{this.current} > \text{this.total} * 0.02 \ \&\& \ \text{this.current} < \text{this.total} * 0.6$

$\text{this.context.fillStyle} =$

`DayNightCycle.colorFade(255, 107, 62, 181, 214, 224, this.time % this.total - (this.total * 0.02), this.total * 0.04);`

$\text{this.current} > \text{this.total} * 0.06 \ \&\& \ \text{this.current} < \text{this.total} * 0.44$

$\text{this.context.fillStyle} = \text{"rgb(181, 214, 224)"};$

$\text{this.current} > \text{this.total} * 0.44 \ \&\& \ \text{this.current} < \text{this.total} * 0.47$

$\text{this.context.fillStyle} =$

`DayNightCycle.colorFade(181, 214, 224, 255, 107, 62, this.time % this.total - (this.total * 0.44), this.total * 0.03);`

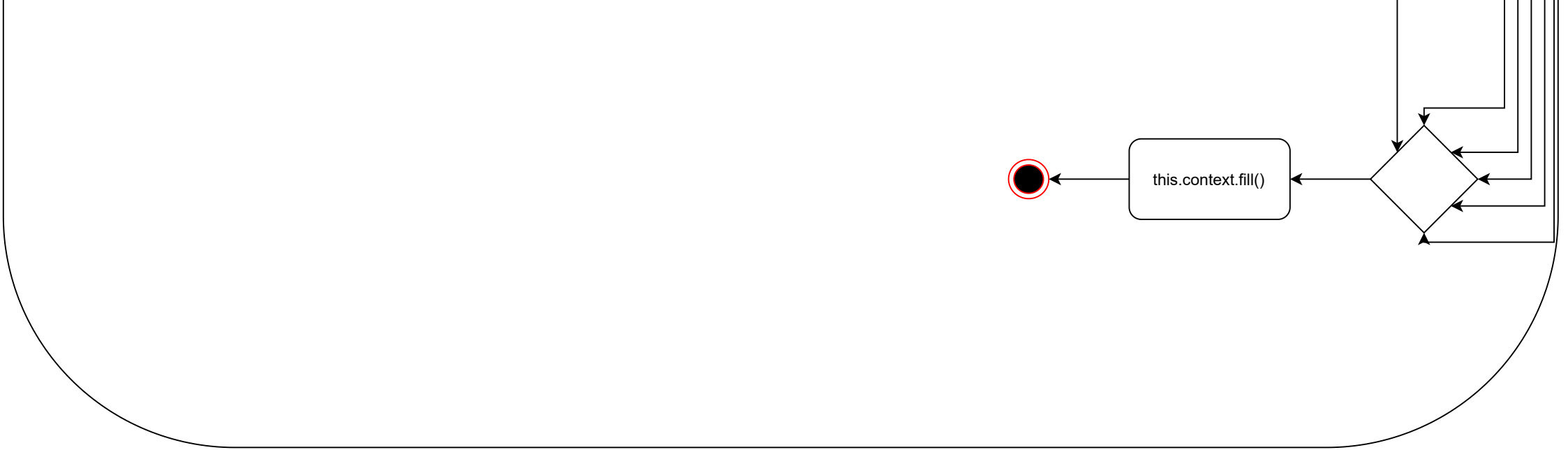
$\text{this.current} > \text{this.total} * 0.02 \ \&\& \ \text{this.current} < \text{this.total} * 0.6$

$\text{this.context.fillStyle} =$

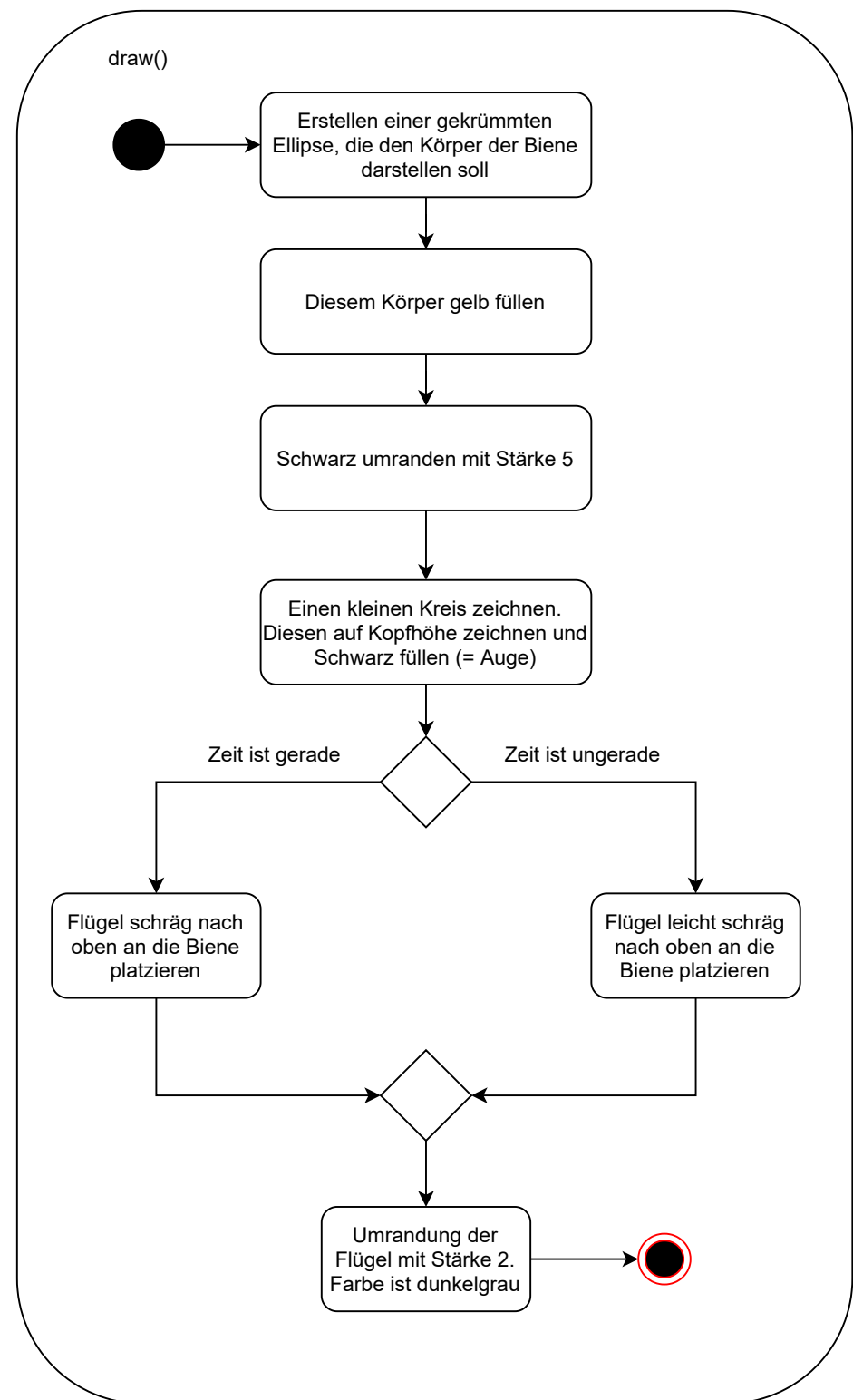
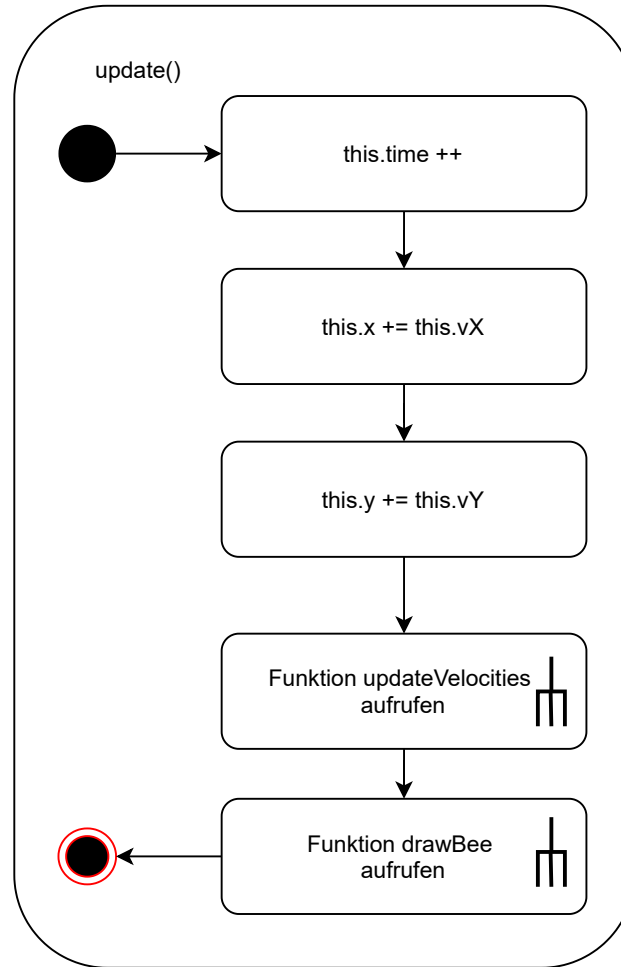
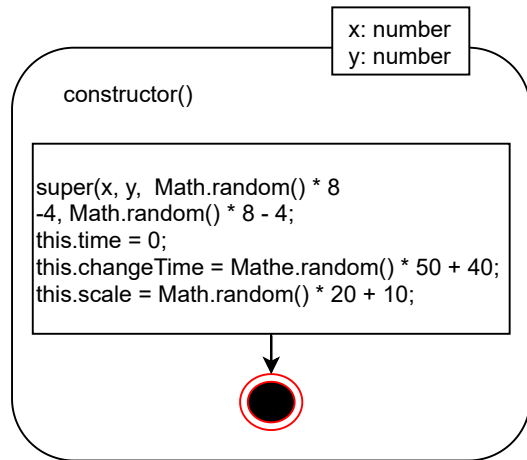
`DayNightCycle.colorFade(255, 107, 62, 39, 33, 78, this.time % this.total - (this.total * 0.47), this.total * 0.03);`

$\text{this.current} > \text{this.total} * 0.5 \ \&\& \ \text{this.current} < \text{this.total}$

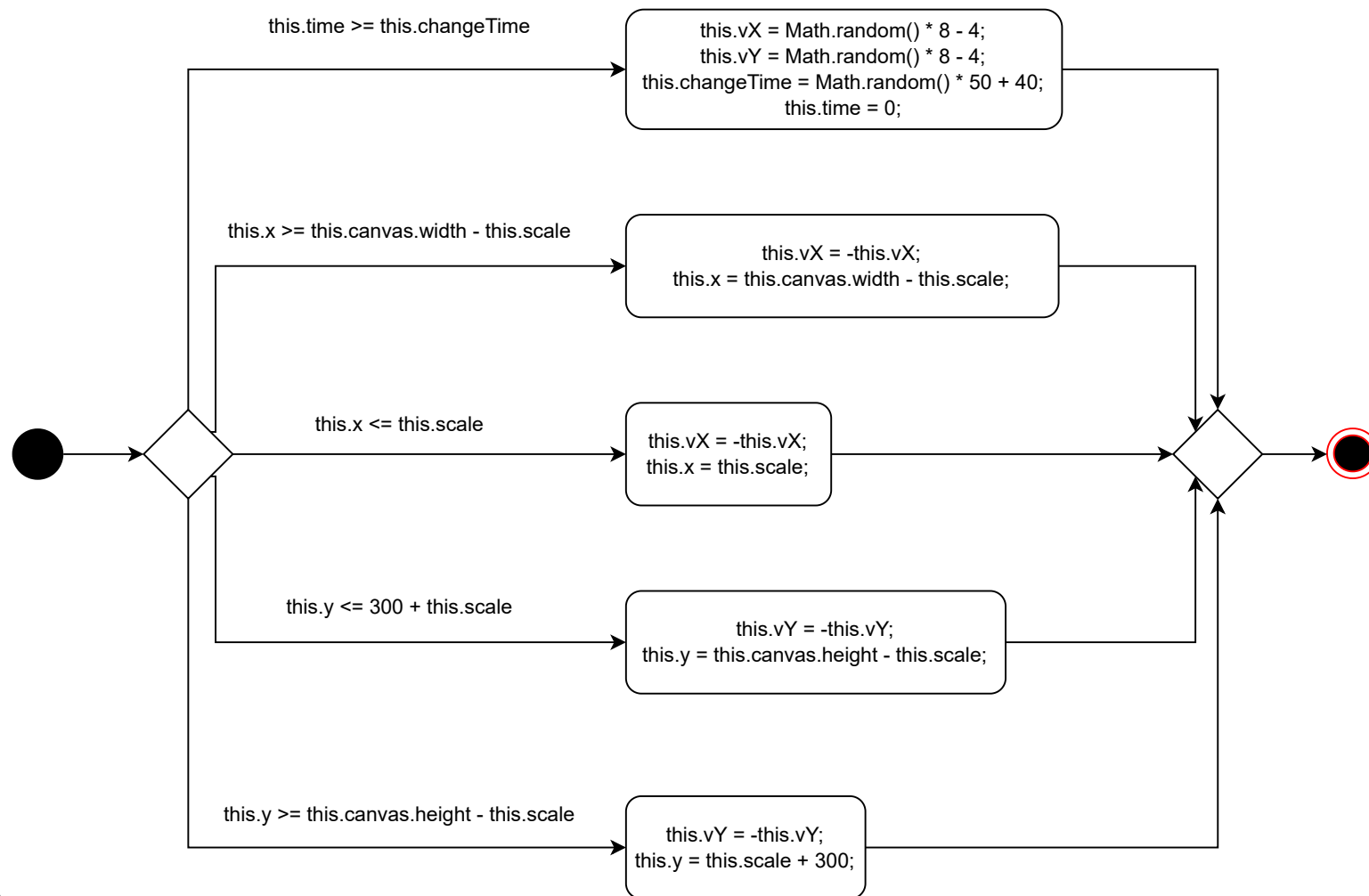
$\text{this.context.fillStyle} = \text{"rgb(39,33,78)"};$



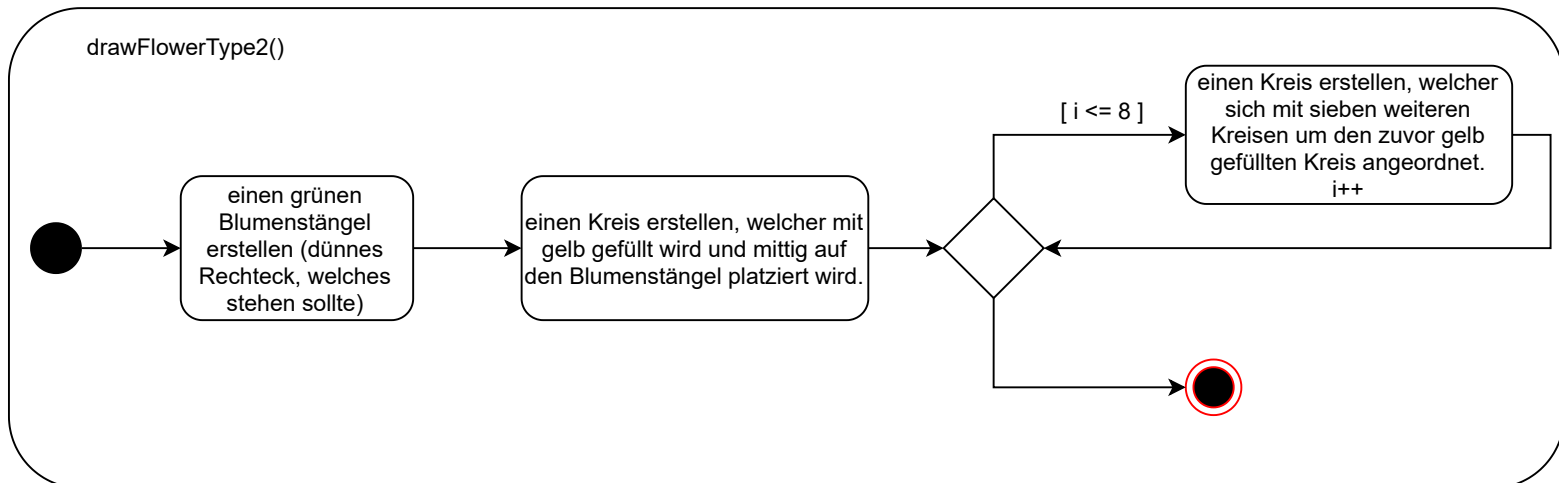
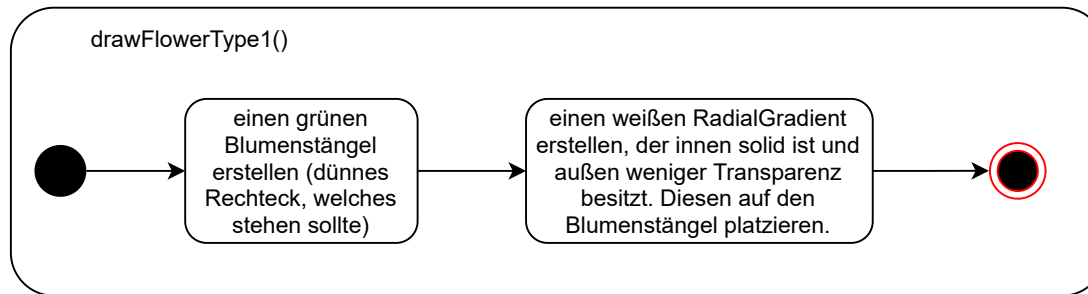
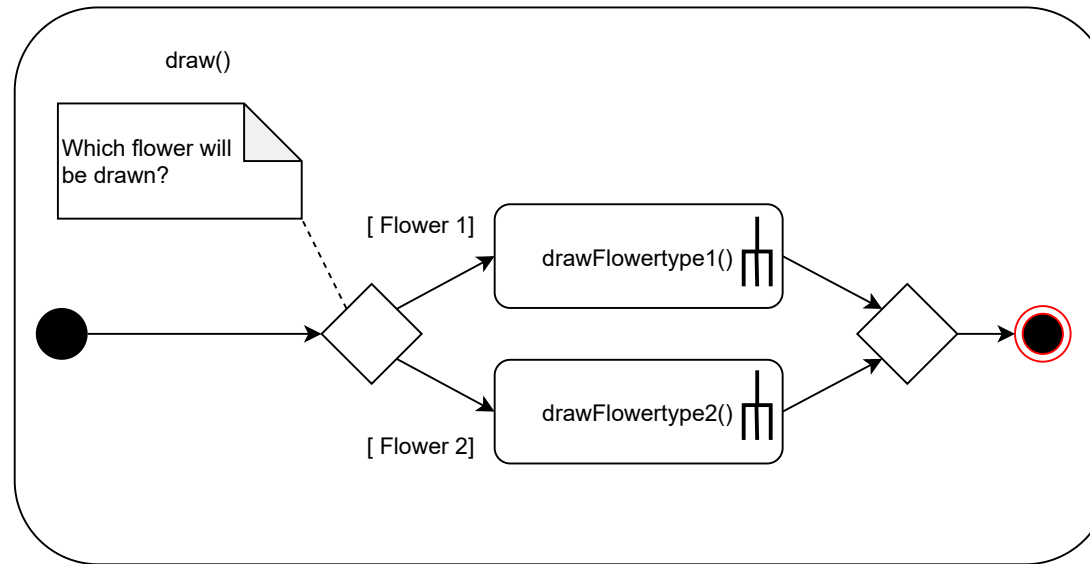
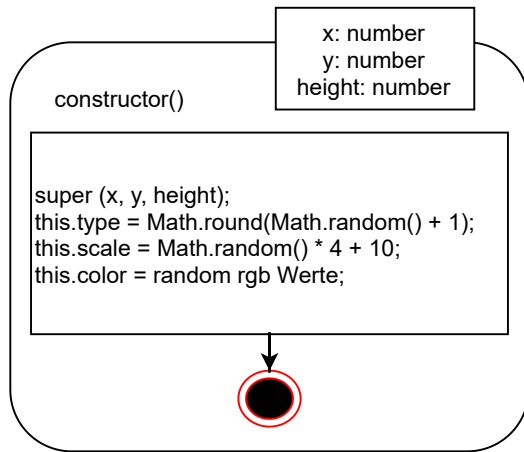
# Aktivitätsdiagramm: Bee



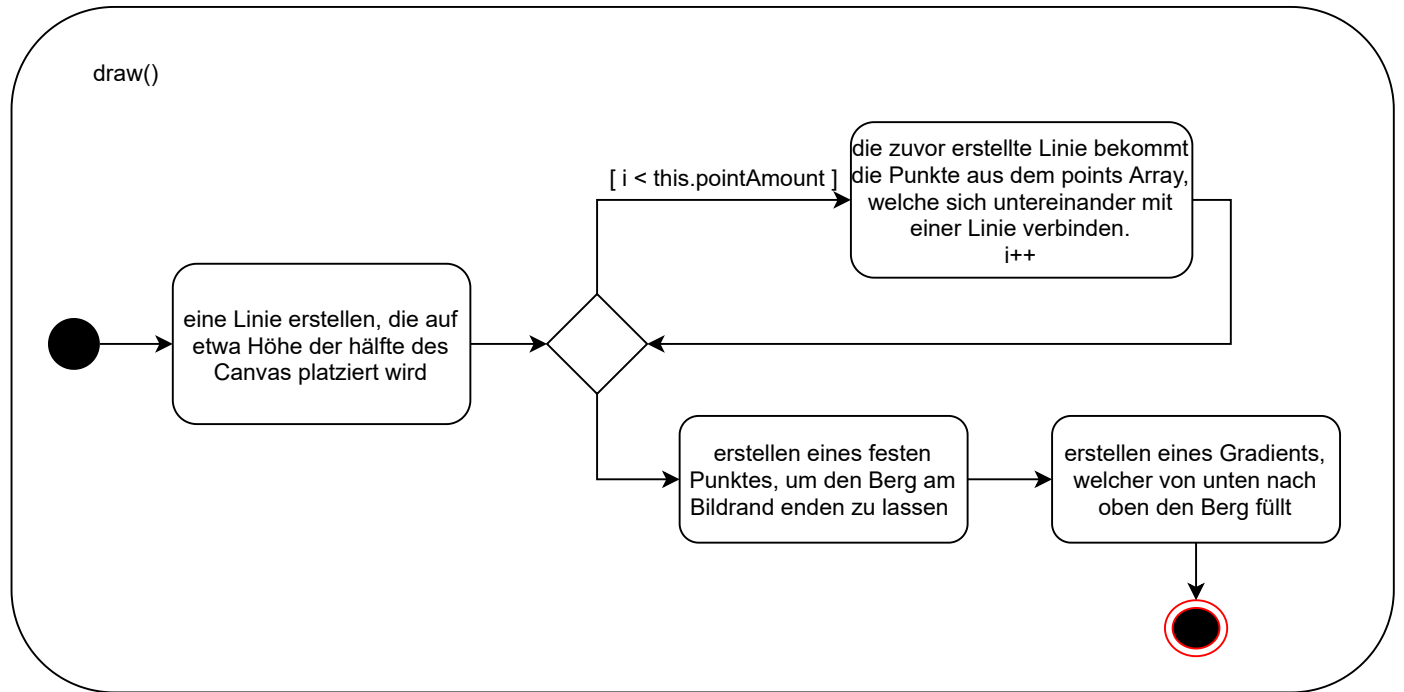
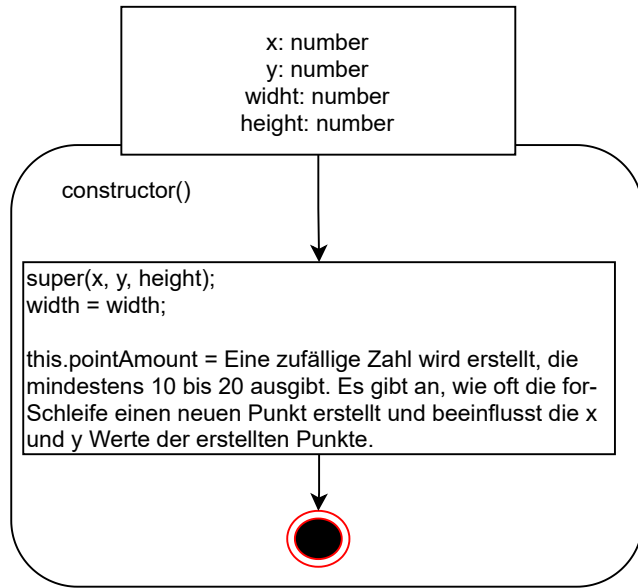
updateVelocities()



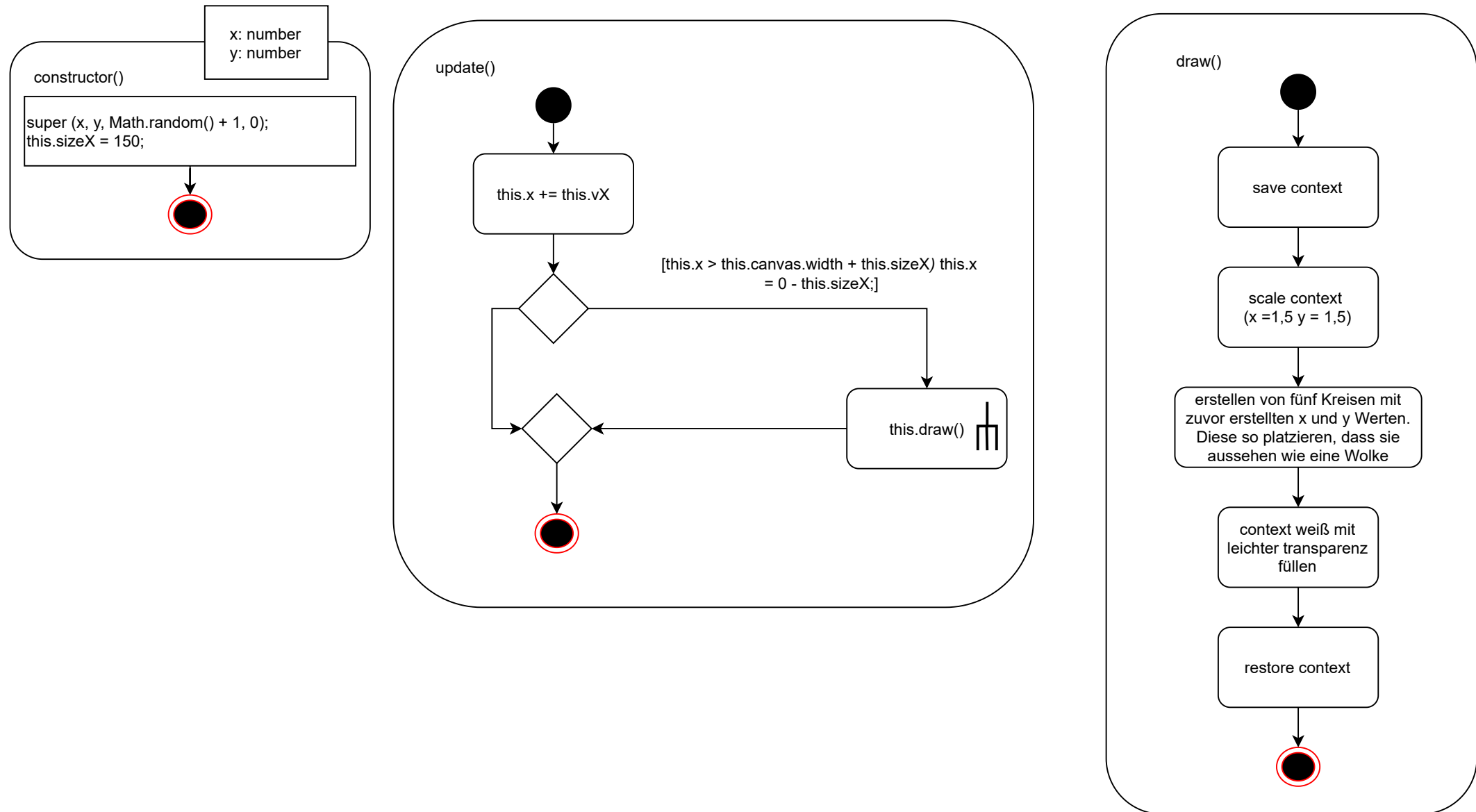
# Aktivitätsdiagramm: Flower



# Aktivitätsdiagramm: Mountain



# Aktivitätsdiagramm: Cloud



# Aktivitätsdiagramm: Script

```
timeScale: number = 0.005;  
(kann angepasst werden, beeinflusst die Geschwindigkeit,  
in der der Tag zur Nacht wird und umgekehrt)  
scene: Scene = new Scene(timeScale);  
setInterval (updateAll, 30)
```

