

### Mappe der Objekte im Canvas

$x = 10 \text{ px}$   
 $y = 20 \text{ px}$   
● bubble } bubble.arc( $x+10, -y, 20, 0, 360$ )  
  
● fishbody moveTo(- $x+10, y$ ,  
 fishbody.rect(- $x+10, -y, 20, 20$ )  
 fishhead. moveTo(- $x+23, -y$ ),  
 fishhead. lato(- $x+40, -y+10$ )  
 finhead. lato(- $x+29, -y+20$ )  
 pector.moveTo(- $x+13, -y-1$ )  
 pector. lato(- $x+25, -y$ )  
 pector. lato(- $x+15, -y-10$ )  
 pector2. moveTo(- $x+5, -y+5$ ),  
 pector2. lato(- $x+10, -y+10$ )  
 pector2. lato(- $x+5, -y+15$ )  
 r1g. moveTo(- $x+100, -y+300$ )  
 r1g. bezierCurveTo(- $x+100, -y+300, -x+500, -y+210, -x+250, -y+480$ )  
  
● r1g2. moveTo(- $x+400, -y+300$ )  
 r1g2. bezierCurveTo(- $x+400, -y+300, -x+400, -y+110, -x+150, -y+300$ )  
  
 moveTo(- $x+100, -y+350$ )  
 plant1. bezierCurveTo(- $x+50, -y+300, -x+100, -y+200, -x+100, -y+170$ )  
  
● bluefishbody. arc(- $x+10, -y, 0, 360$ )  
● bluefishfloss. arc(- $x, -y+8, 5, 0, \text{Math.PI}$ )  
● bluefishfloss1. arc(- $x-5, -y-3, 10, 0, \text{Math.PI}$ )  
  
 stone1. arc(- $x+10, -y+360, 10, 0, 360$ )  
  
 stone2. arc(- $x+30, -y+10+360, 10, 0, 360$ )

