

Bubble

x: number

y: number

dx: number

draw(): void

update(): void

move(): void

Fish

x: number

y: number

dx: number

dy: number

draw(): void

update(): void

move(): void

Crab

x: number

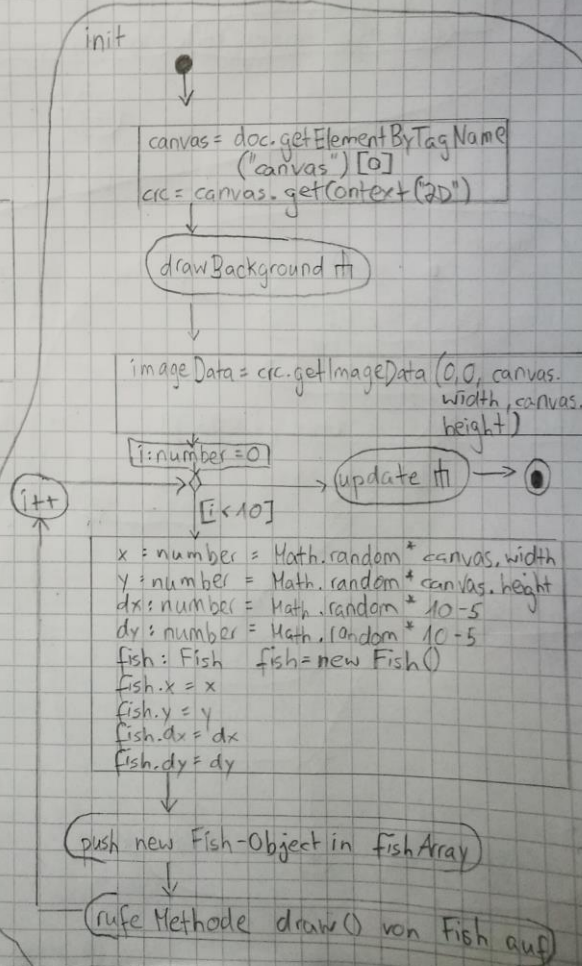
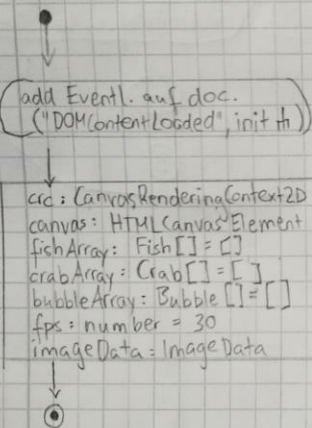
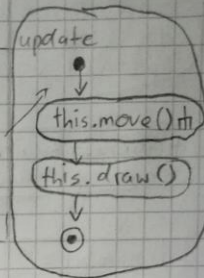
y: number

dx: number

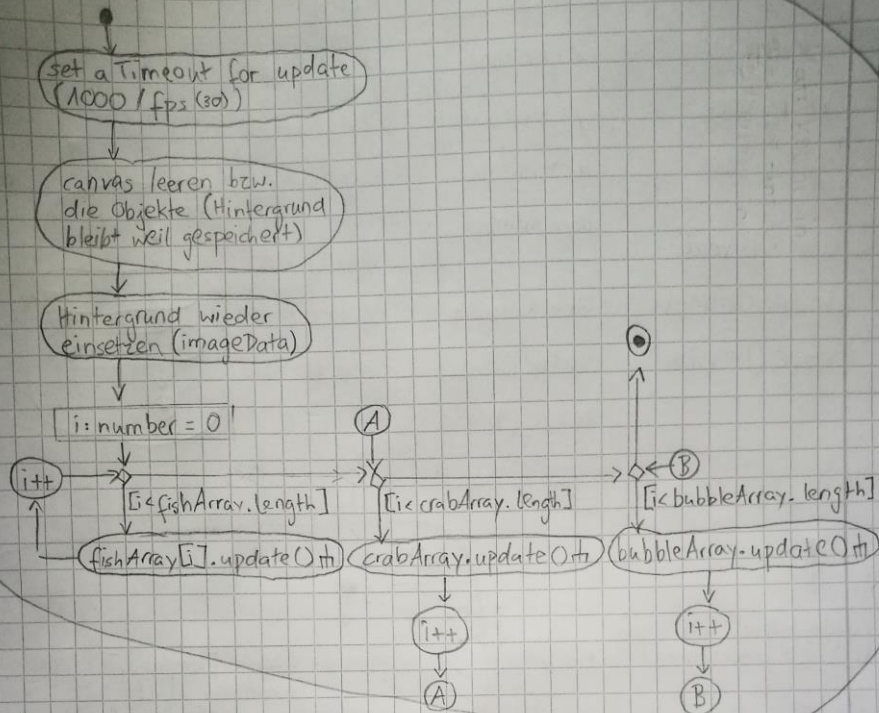
draw(): void

update(): void

move(): void



update



move

