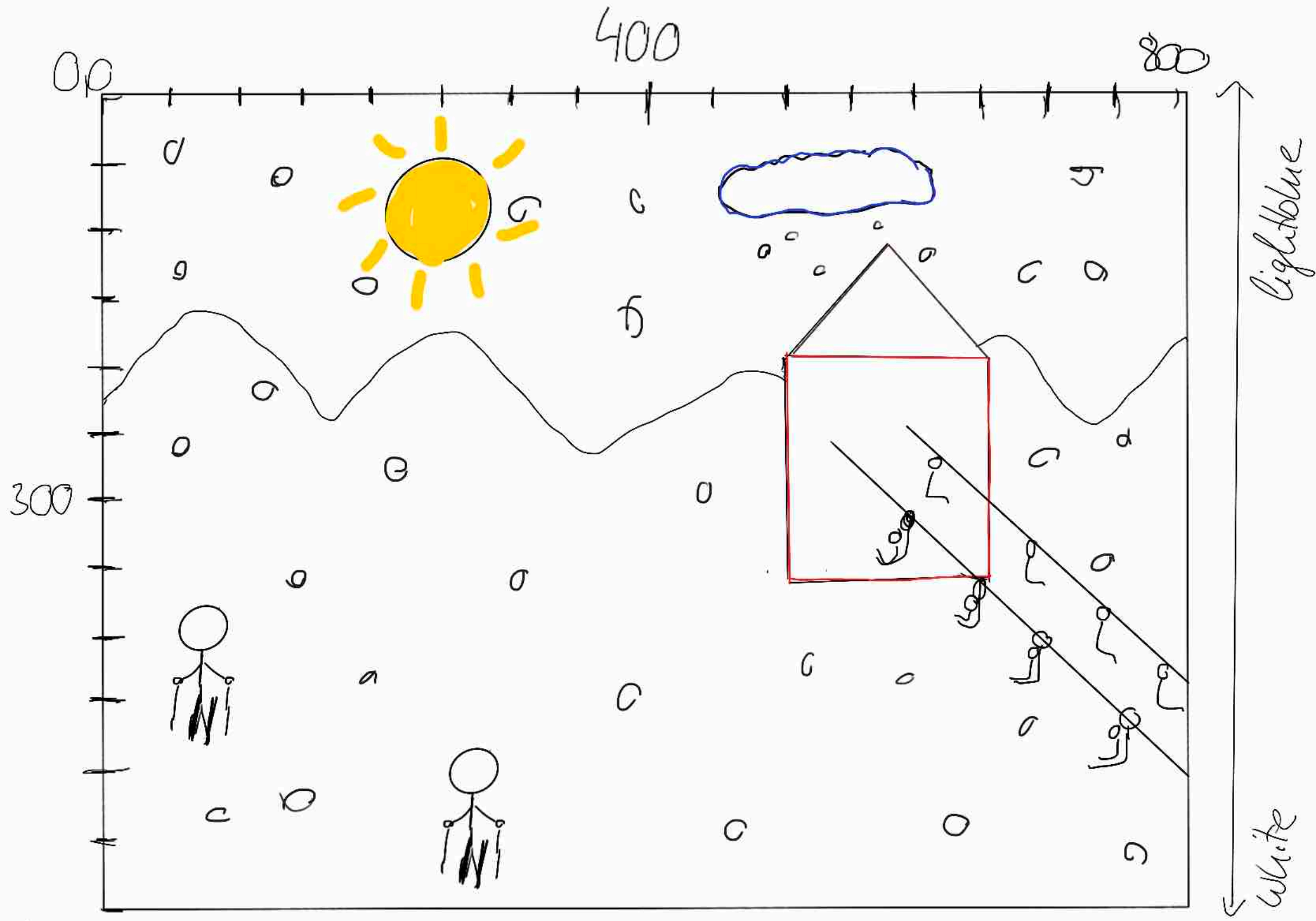


0,600

Mountains

randomly placed

Skier

random colour
colour: string

randomly placed

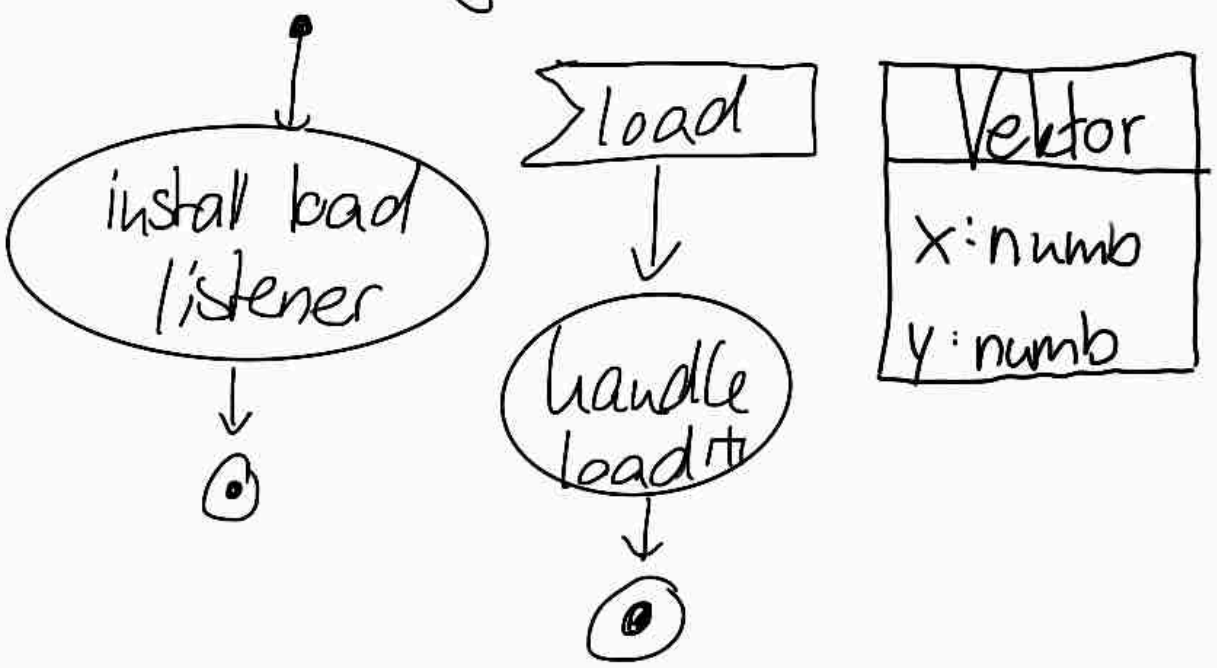
Sun

cloud

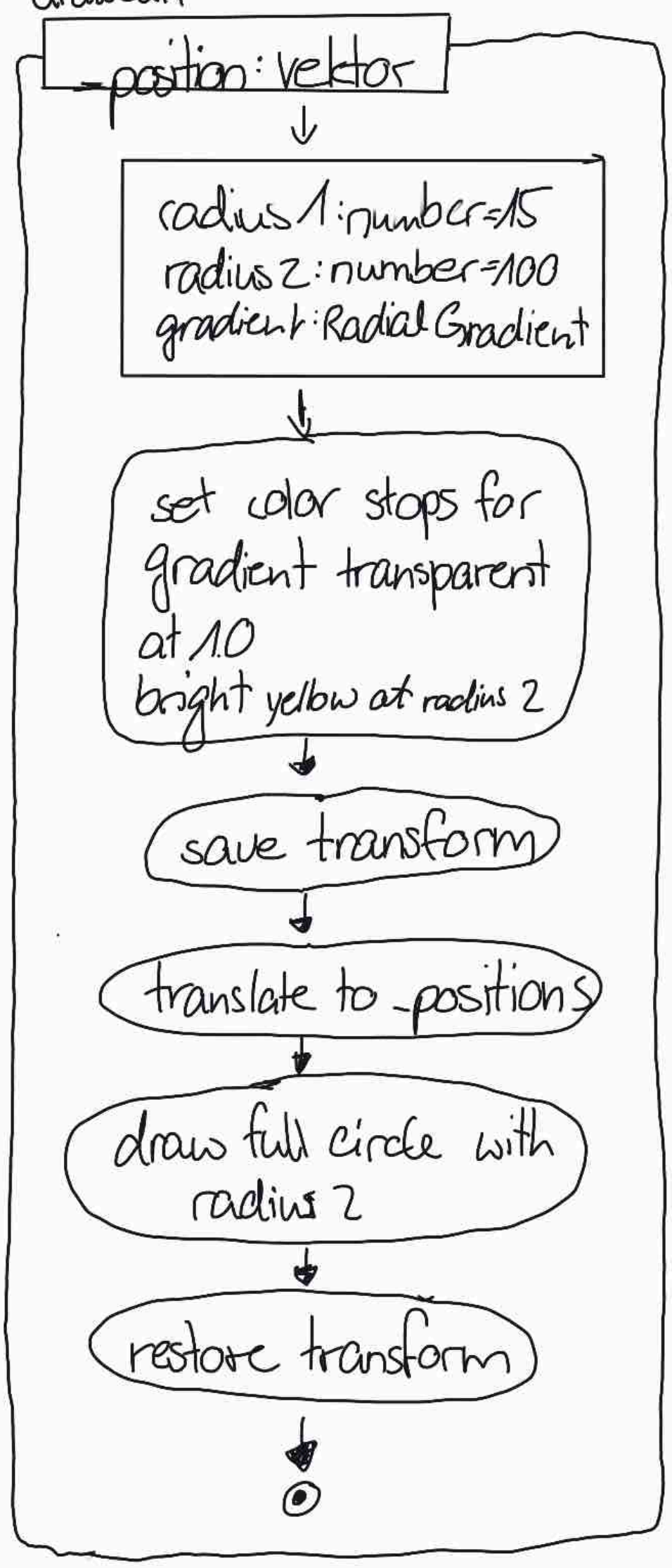
particles randomly placed in area

Snow

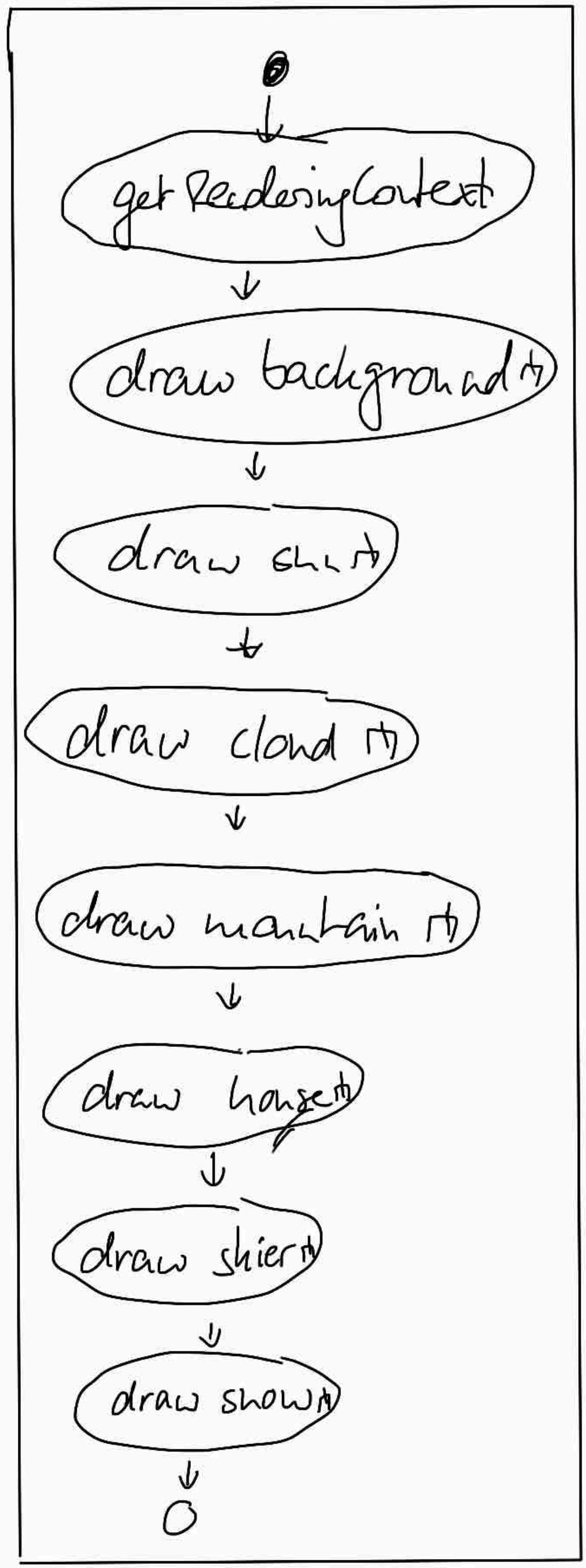
Activity Diagramm



drawSun



handleload



drawCloud

_position : vector
_size : vector

Particles : number = 20
RadiusParticles : num = 50
particle : pathcirde + radius
gradient : Radial with
α = 0.5 → α = 0

save transform

translate to _position

restart transform

x : num = (random - 0,5) * size.x
y : num = -random * size.y

save transform

translate to x, y

draw particle

restore transform

drawSkier

_position : Vektor
size : Vektor

restore transform

x : num = Math.random() * 800
y : num = Math.random() * 300
colour : string [ ]
Colour Mix : string = colour [Math.floor
Math.random() * colour.length)];

save transform

translate to X, Y

drawline, line
circle, rectangle

restore transform

drawSnow

x : num = Math.random() * canvas.width
y = num = Math.random() * canvas.height

save transform

draw snowflakes

fill.style white

drawMountain

_position:Vektor
_min :number
_max: number
_colourlow :string
_colourbright :string

_stepMin:num =50
_stepMax:num=150
x:number=0

save transform

translate to _position

moveTo (0,0)

lineTo (0, -max)

x<canvas.width

x += random between stepMin, stepMax

y:num = -min - Math.random()* (-max - -min)

lineTo(x,y)

lineTo(x,0)

close Path

Create gradient

drawPath

restore transform