

Canvas Rendering Context

Skier

colour: string[]  
random colour: string  
skin: string

constructor  
(-size: number, -y: number)  
move (-timeslice: number): void  
draw(): void

Lift

position: vector  
speed: Vector

constructor (-size: number  
move (-timeslice: number): void  
draw(): void

Movable

Speed: Vector  
position: Vector  
Speed 2: number  
x: number  
y: number

constructor (-position: Vector)  
move (-timeslice: number): void  
draw(): void

Vector

x: Vector  
y: Vector

constructor (-x: number,  
-y: number)  
set (-x: number, -y: number):  
void  
scale (-factor: number): void  
add (-addend: Vector): void  
copy(): vector

MouseEvent

skier hit  
[no hit]



[hit]

target hit: true

transform Orientation  
to 180°



ACD

mousedown

skifalwer hit



snowflake

size: number

draw(): void  
move(): void