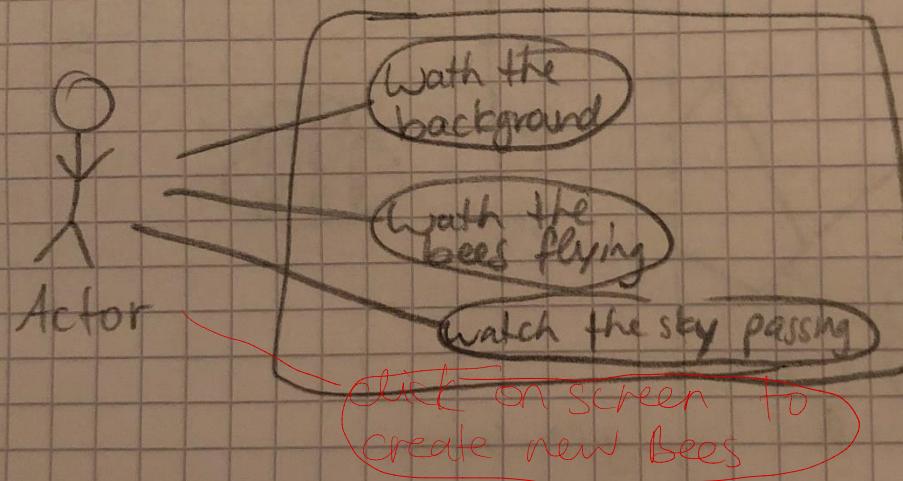
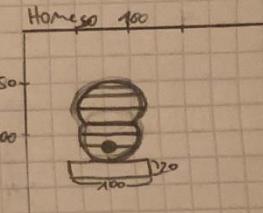
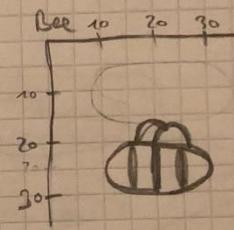
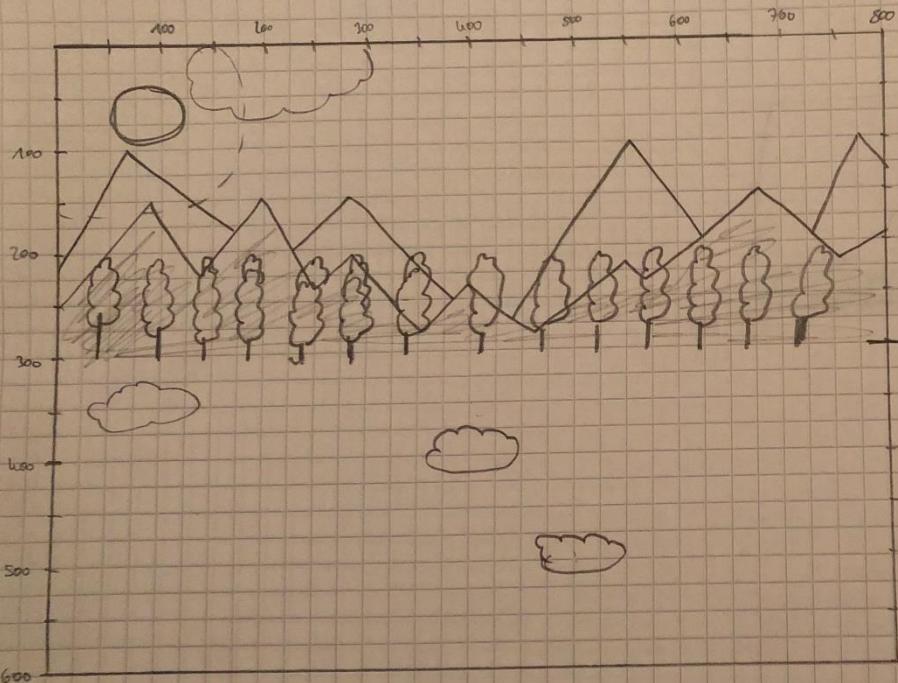


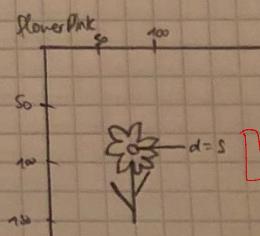
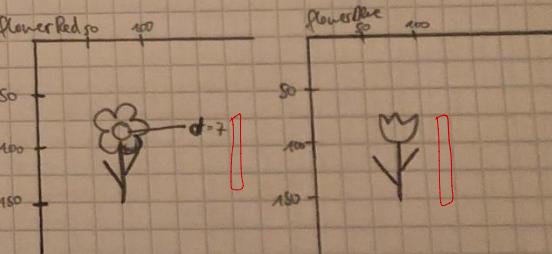
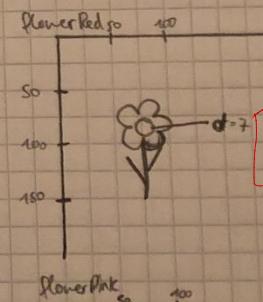
USE-CASE



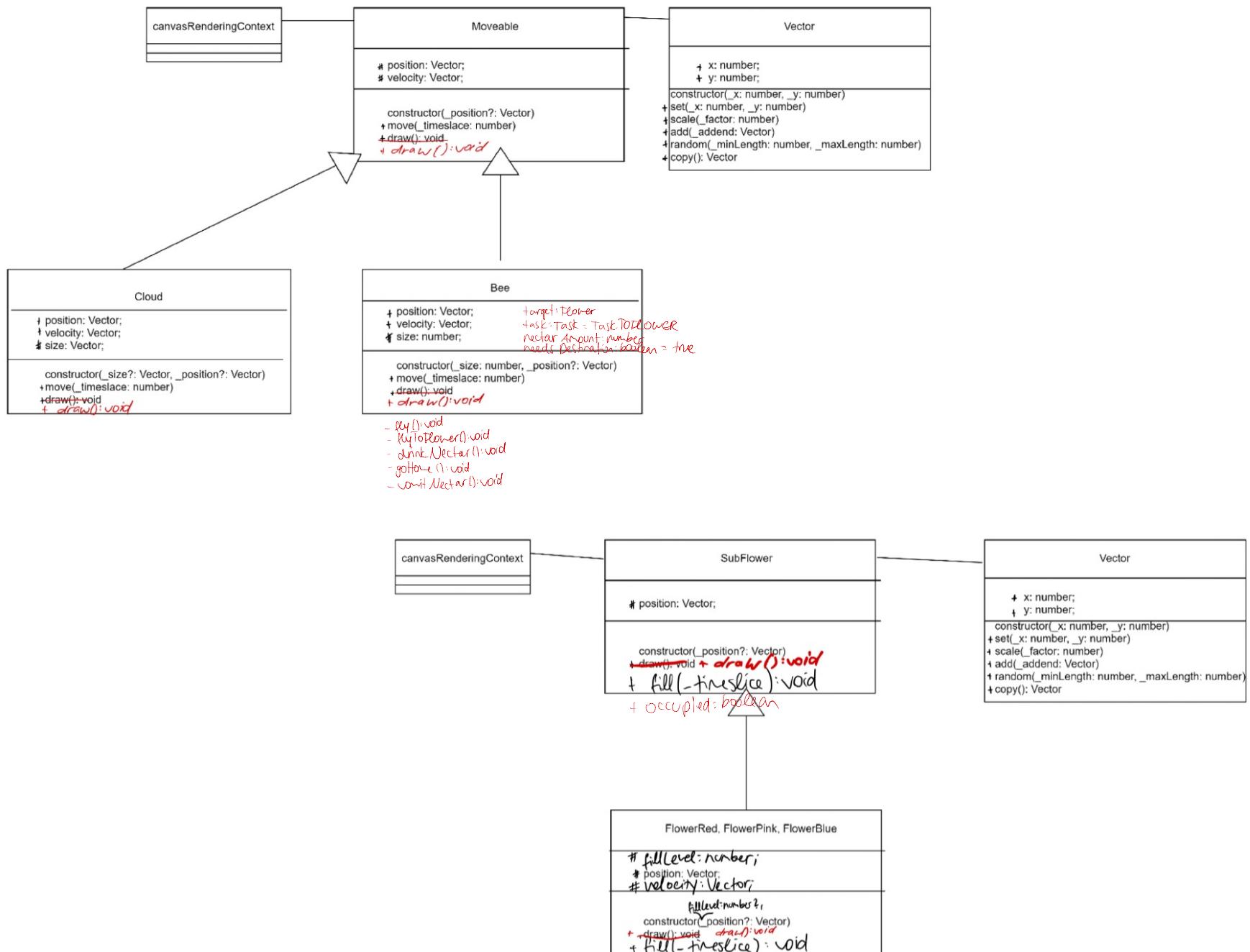
UI-Scribble



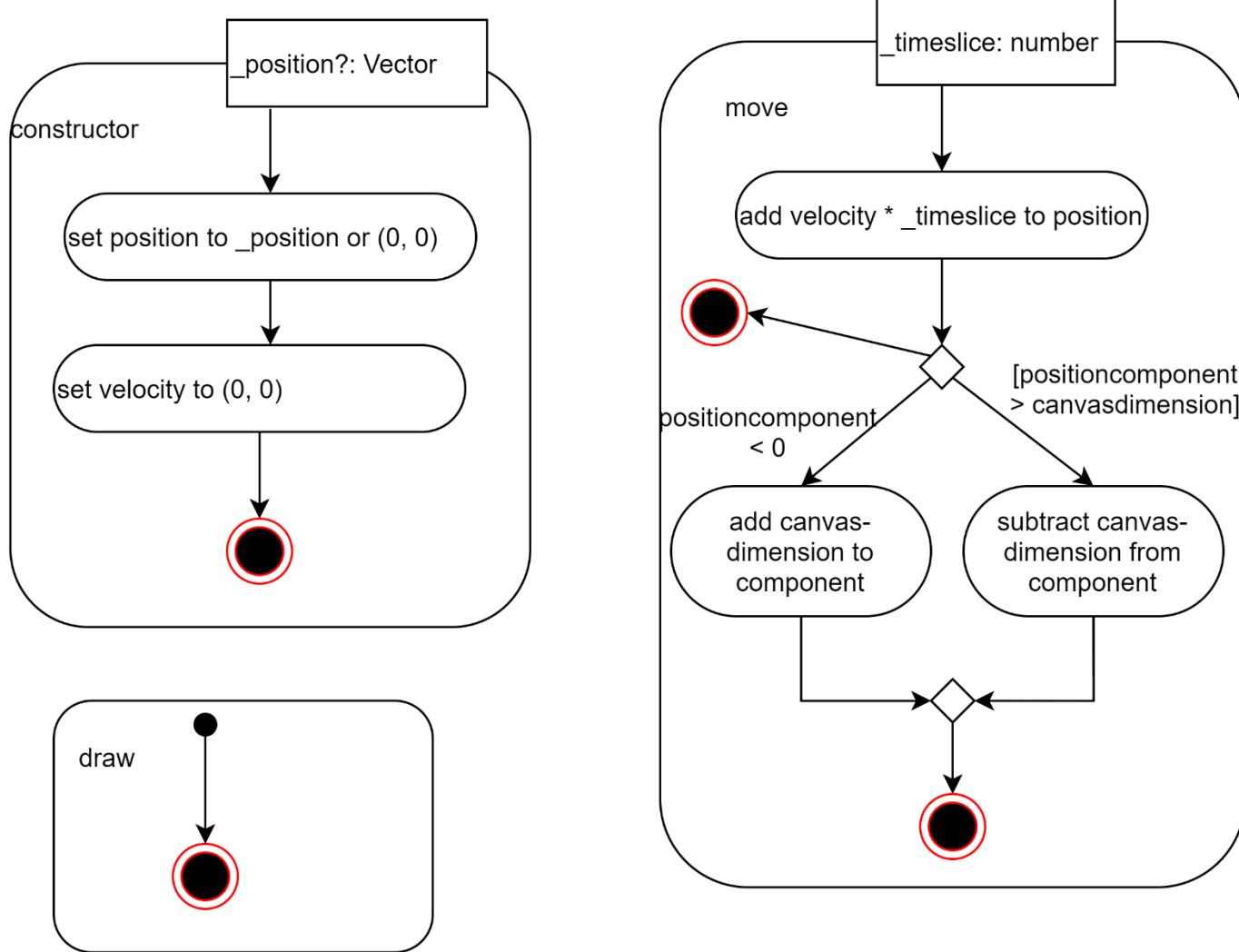
golden/horizon



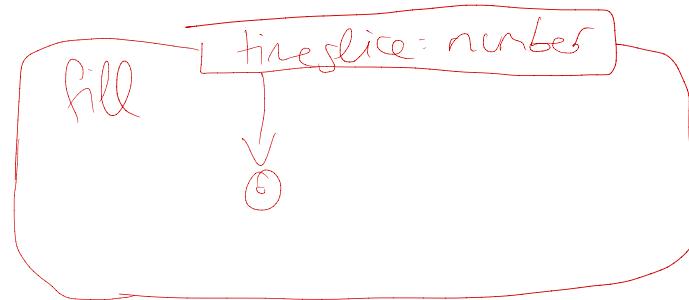
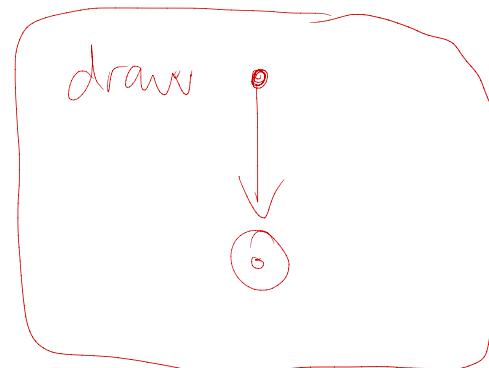
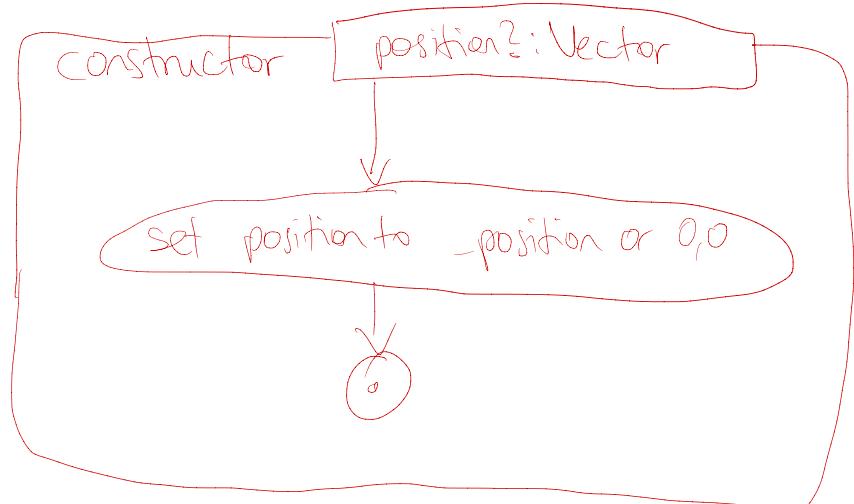
Blumenwiese: Class-Diagram



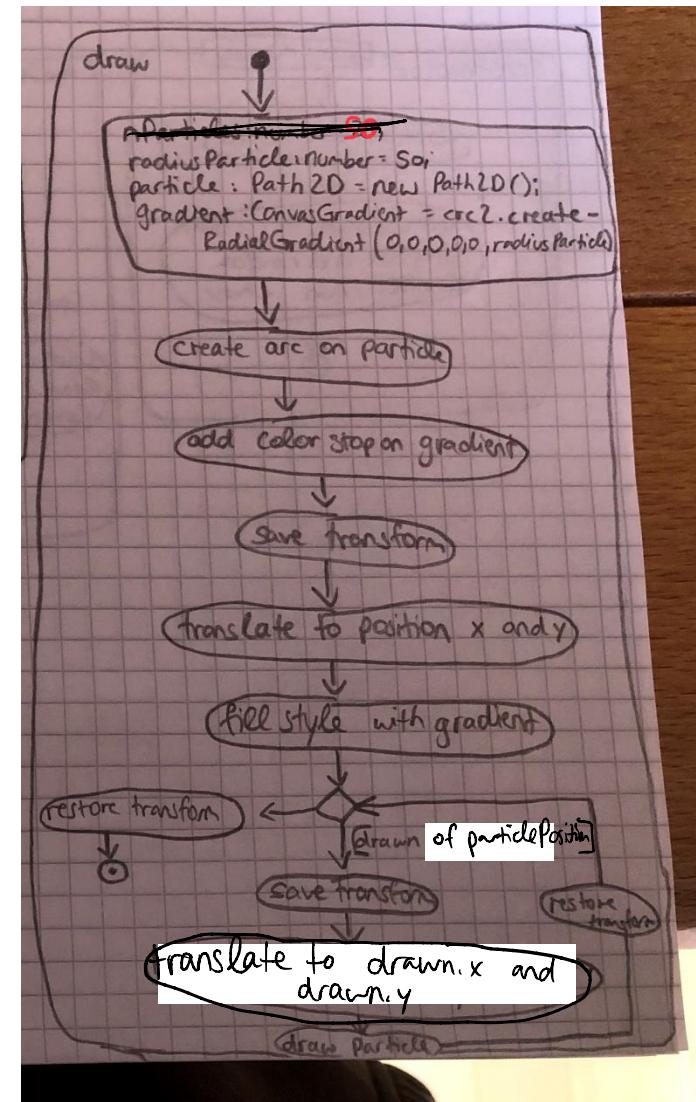
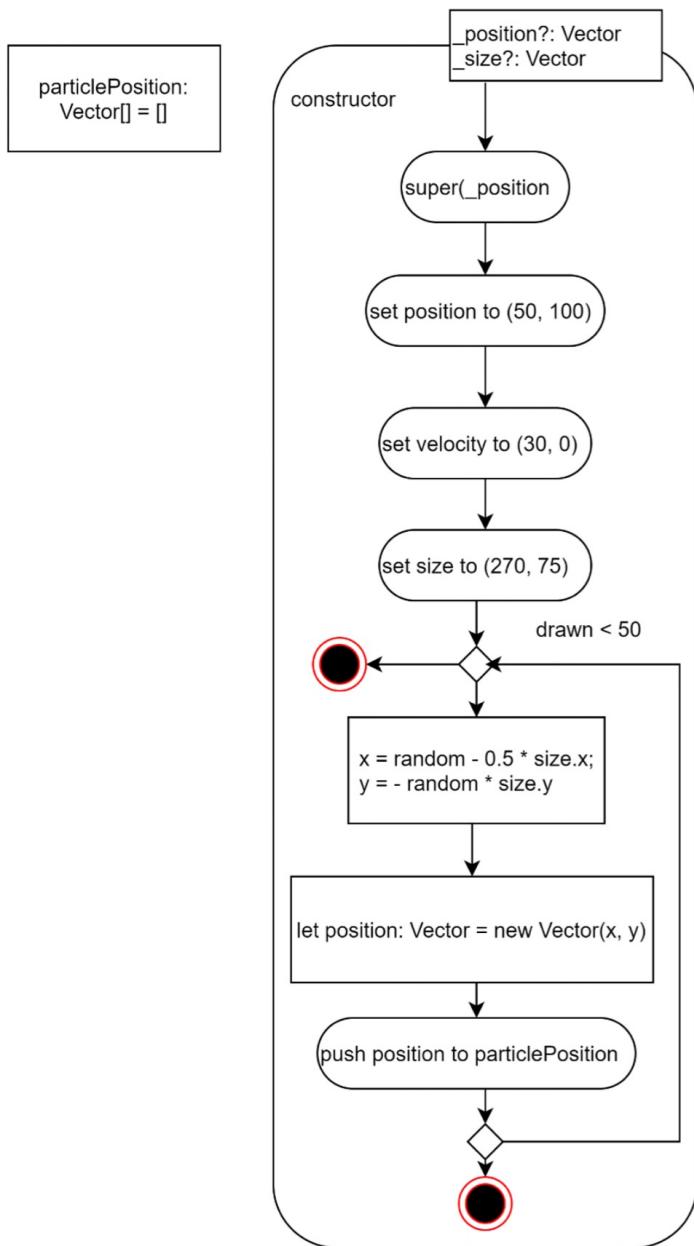
Blumenwiese: ActivityDiagram - Moveable



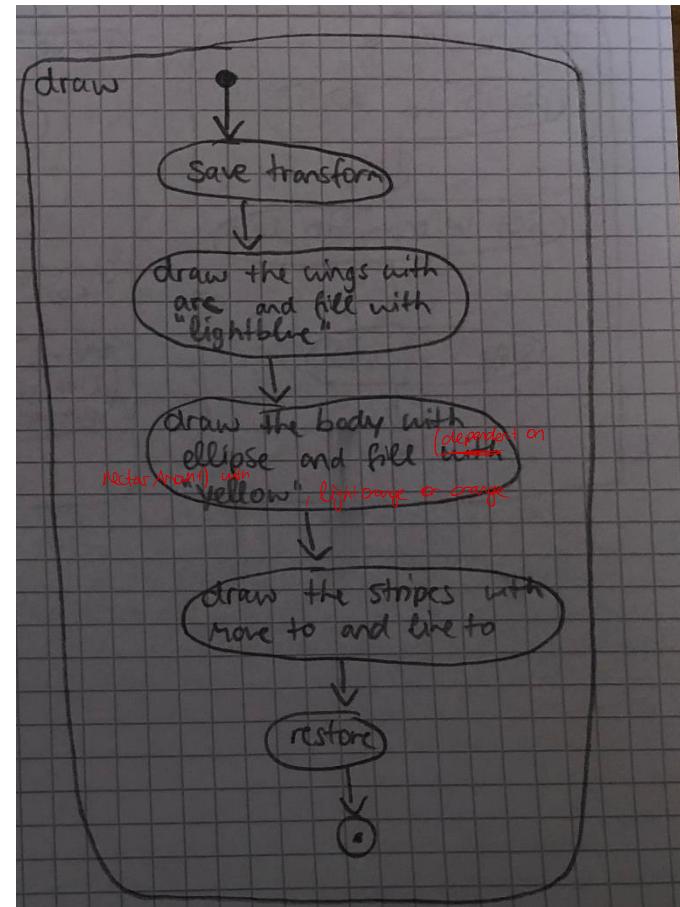
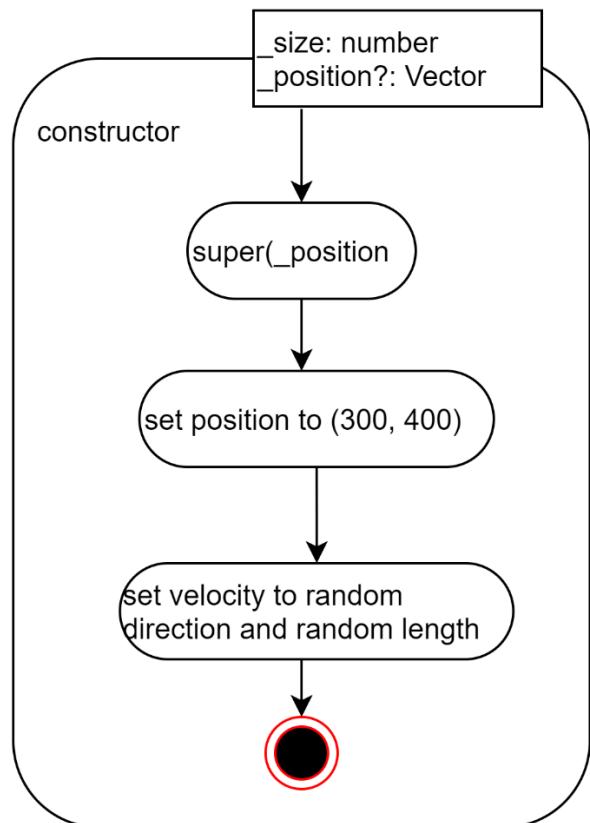
Blumenwiese: Activity Diagram - SubFlower



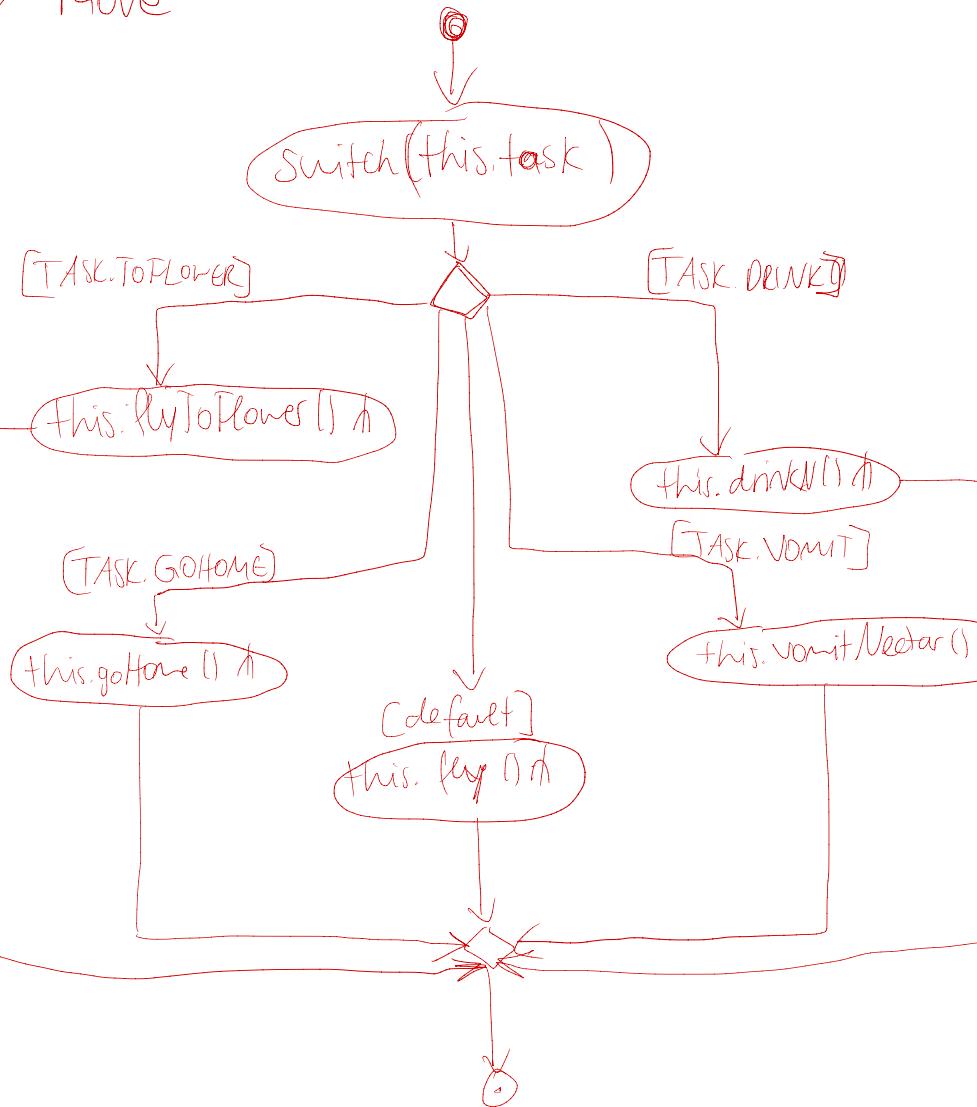
Blumenwiese: ActivityDiagram - Cloud



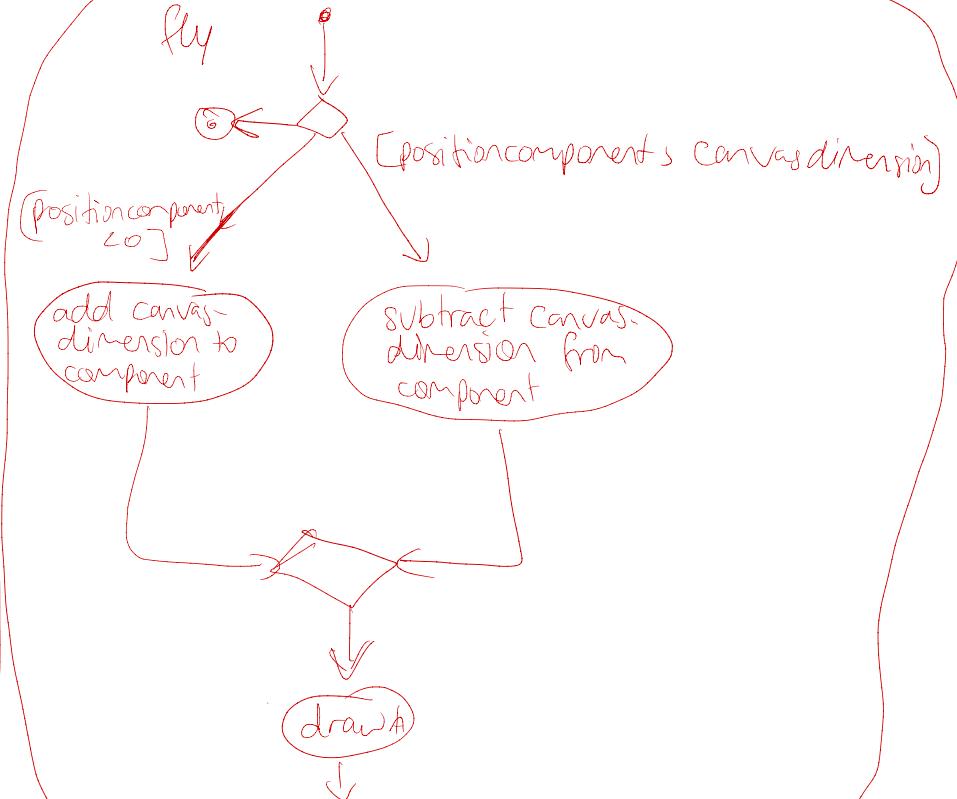
Blumenwiese: ActivityDiagram - Bee



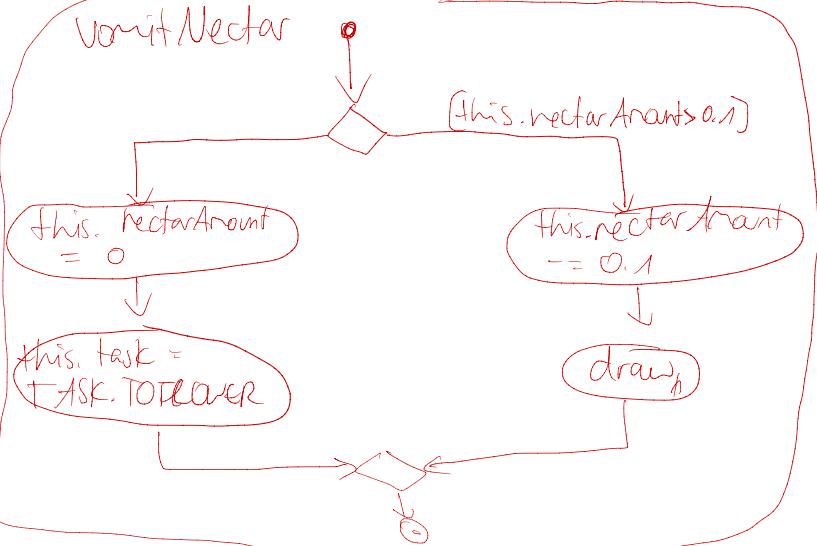
Move



fly



Vomit Nectar



flyToFlower



[this.needsDestination]

select random flower from flower array

[flowers[i].occupied == false || flowers[i].nectarAmount > 10]

this.flyToFlower = 1

set selected flower as this.target

set flowers[i].occupied to true

set this.needDestination to true

create newVector (difference between bee and flower position)

scale difference down, add to this.position

drink N



[this.nectarAmount <= 50]

this.needsDestination = true

this.task = TASK.TOFLOWER

draw it

this.task = TASK.GOHOME



this.task = TASK.DRINK
[difference vector = smaller than (1,1)]

goHome

this.target.occupied = false

new Vector (difference between
bee and beeHome position)

Scale difference vector down, add
to this.position

draw it

this.task = TASK VOMIT

