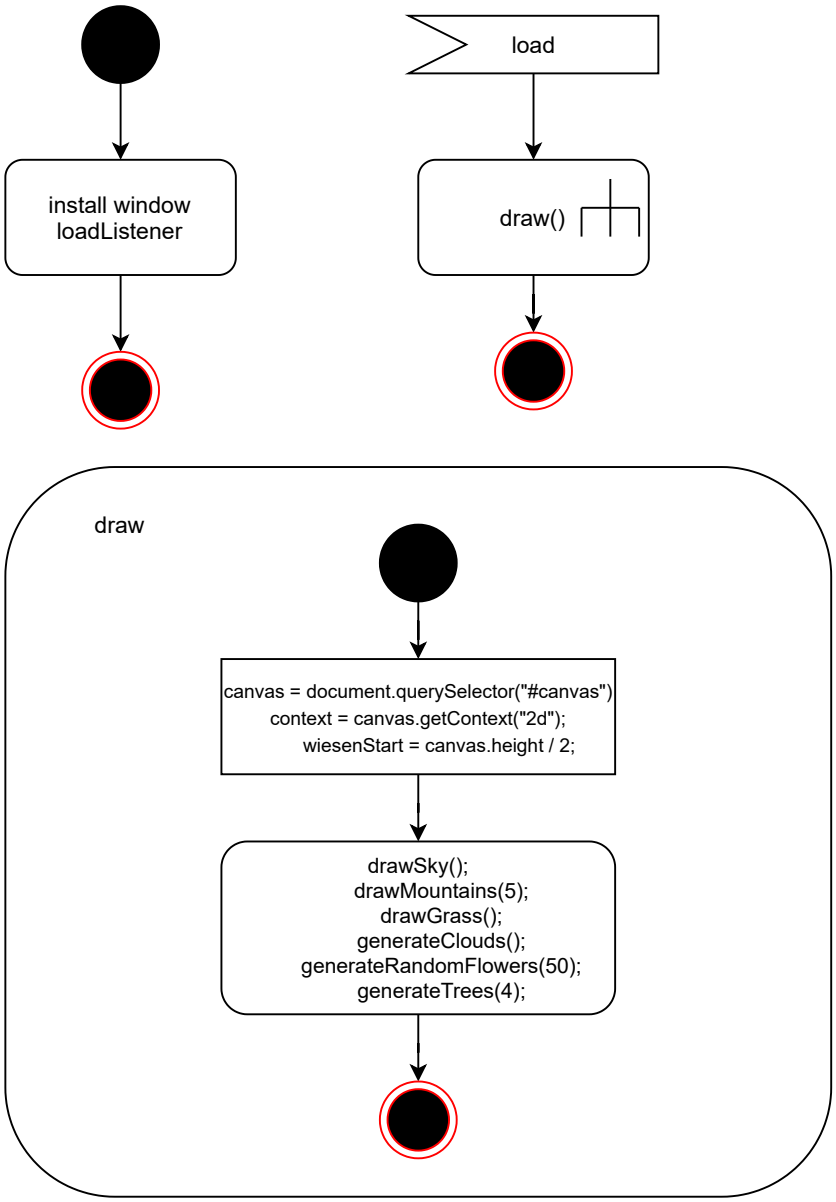
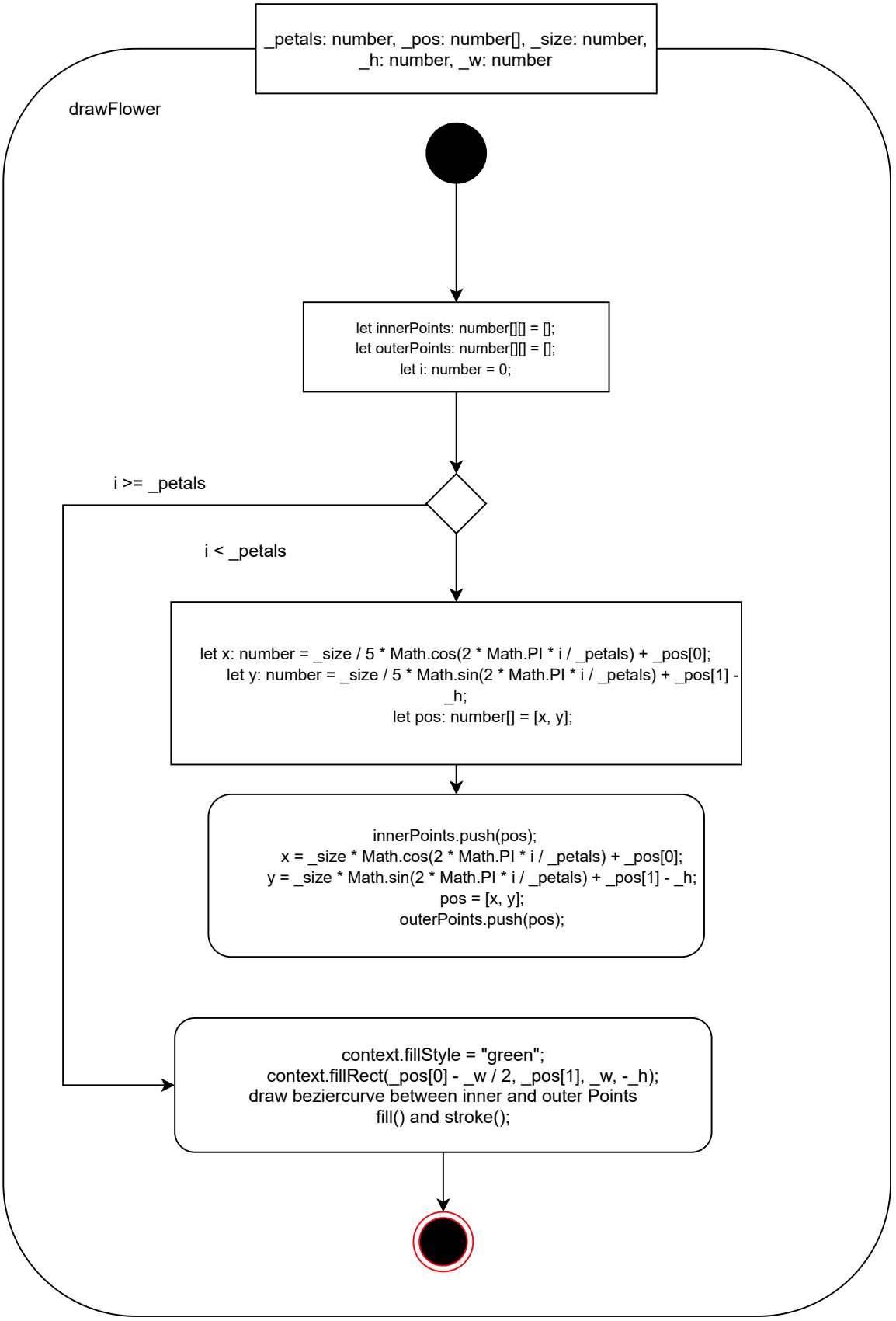
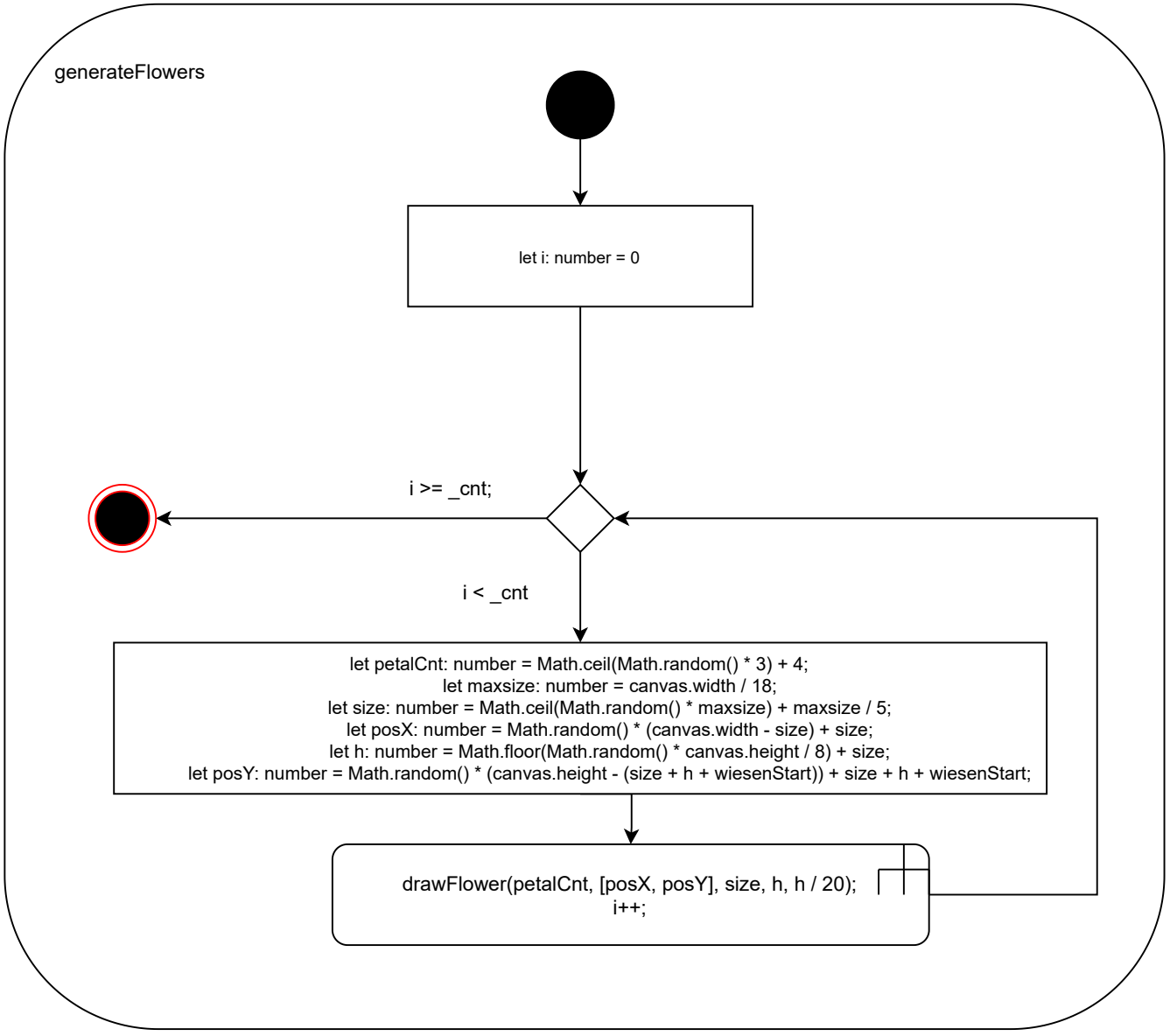
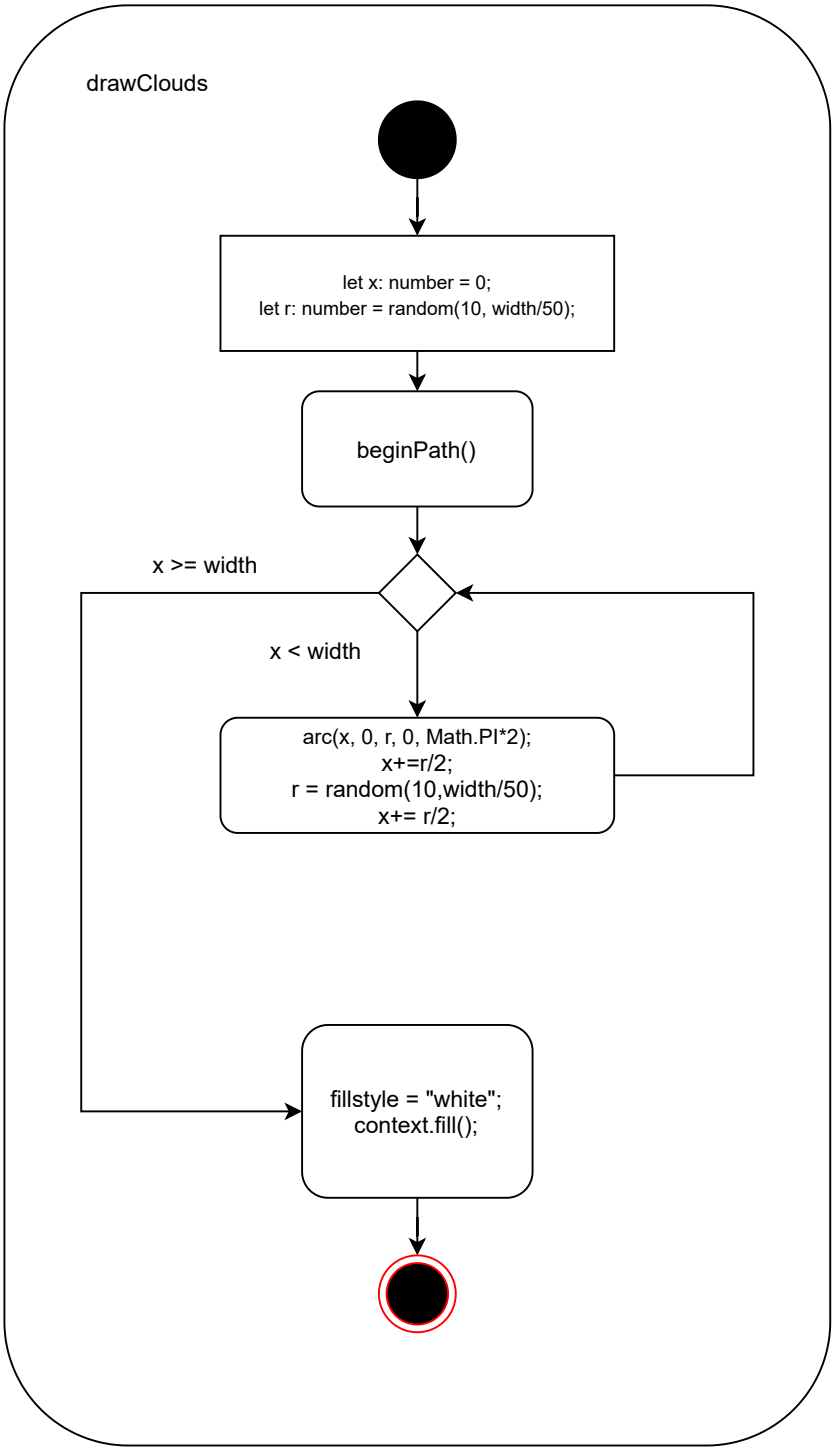
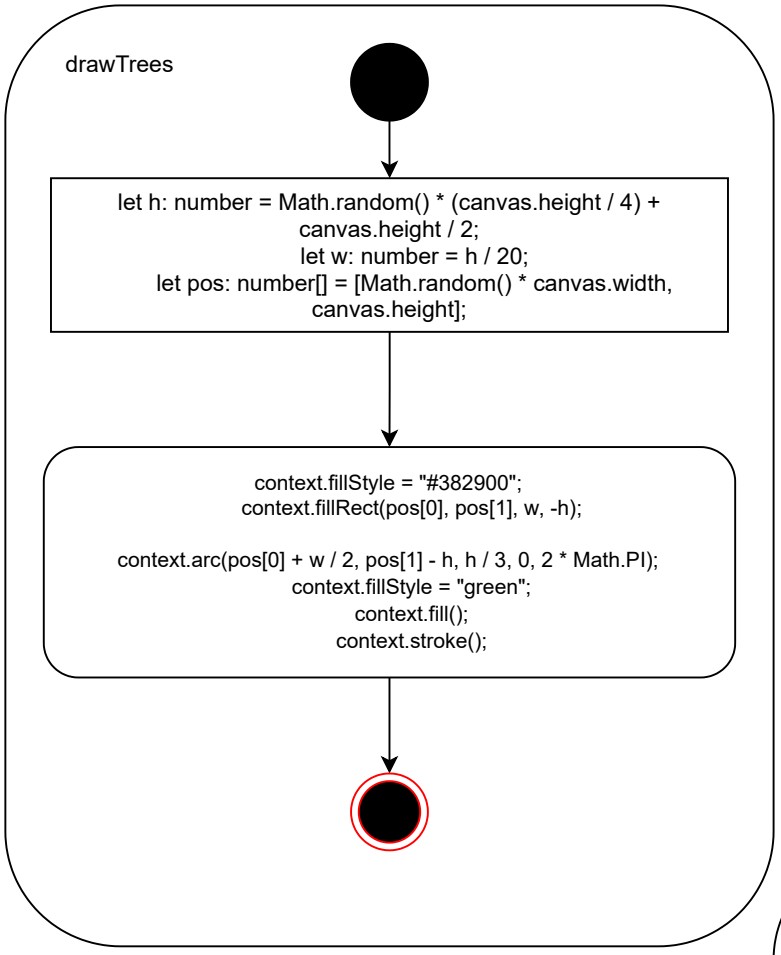
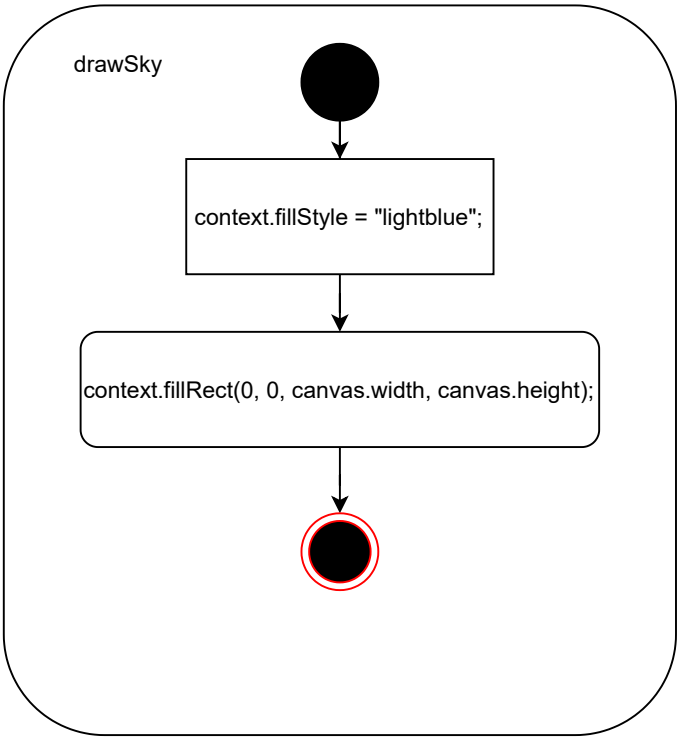

load
install window
loadListener
draw()
draw
canvas = document.querySelector("#canvas")
context = canvas.getContext("2d");
wiesenStart = canvas.height / 2;
drawSky();
drawMountains(5);
drawGrass();
generateClouds();
generateRandomFlowers(50);
generateTrees(4);

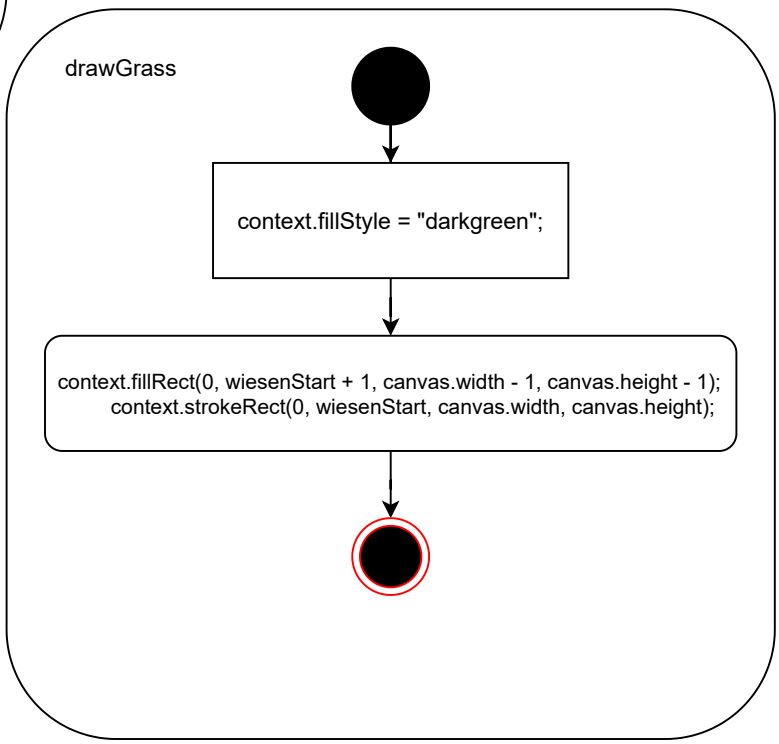

_petals: number, _pos: number[], _size: number, _h: number, _w: number
drawFlower
let innerPoints: number[][] = [];
let outerPoints: number[][] = [];
let i: number = 0;
i >= _petals
i < _petals
let x: number = _size / 5 * Math.cos(2 * Math.PI * i / _petals) + _pos[0];
let y: number = _size / 5 * Math.sin(2 * Math.PI * i / _petals) + _pos[1] - _h;
let pos: number[] = [x, y];
innerPoints.push(pos);
x = _size * Math.cos(2 * Math.PI * i / _petals) + _pos[0];
y = _size * Math.sin(2 * Math.PI * i / _petals) + _pos[1] - _h;
pos = [x, y];
outerPoints.push(pos);
context.fillStyle = "green";
context.fillRect(_pos[0] - _w / 2, _pos[1], _w, -_h);
draw beziercurve between inner and outer Points
fill() and stroke();

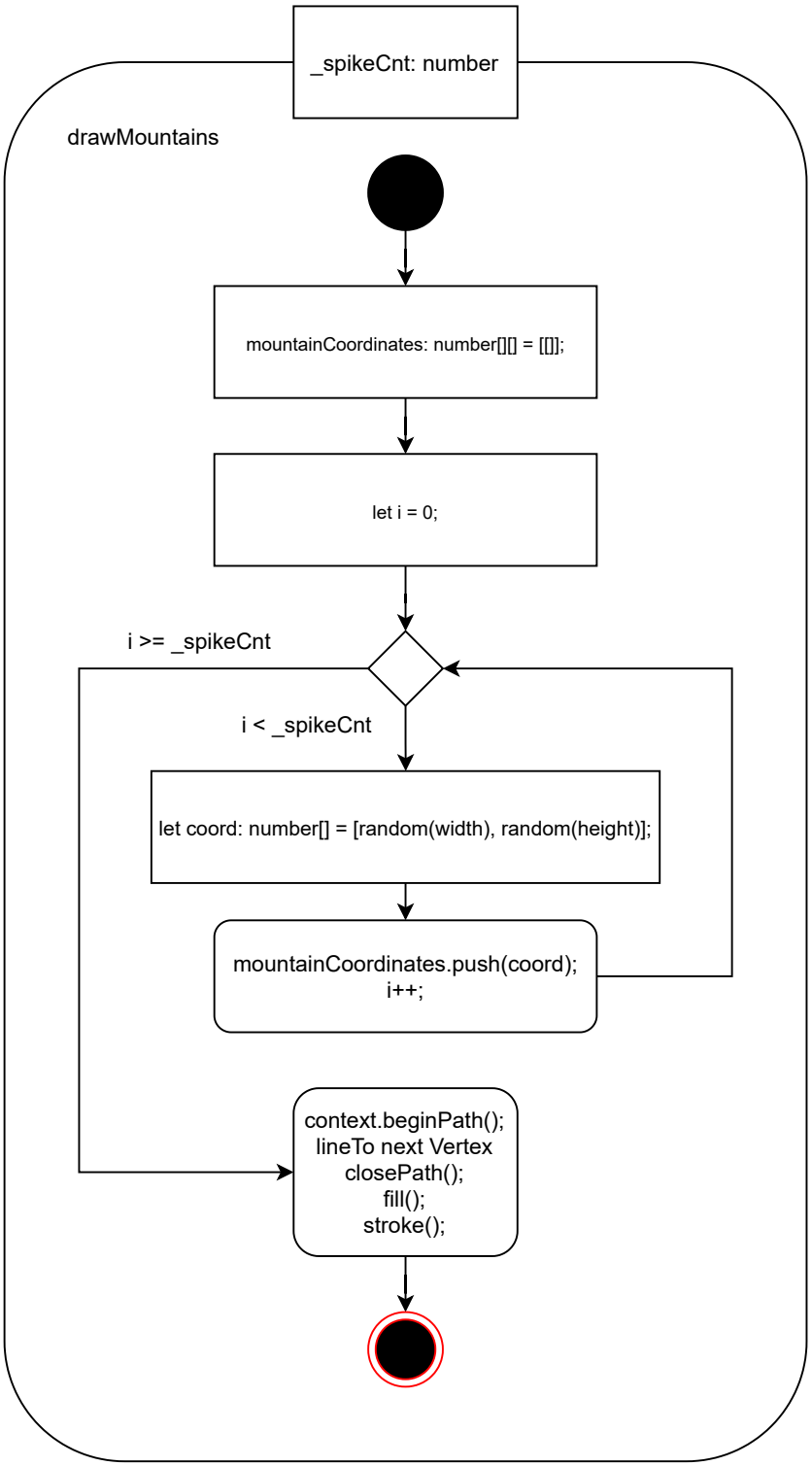

generateFlowers
let i: number = 0
i >= _cnt;
i < _cnt
let petalCnt: number = Math.ceil(Math.random() * 3) + 4;
let maxsize: number = canvas.width / 18;
let size: number = Math.ceil(Math.random() * maxsize) + maxsize / 5;
let posX: number = Math.random() * (canvas.width - size) + size;
let h: number = Math.floor(Math.random() * canvas.height / 8) + size;
let posY: number = Math.random() * (canvas.height - (size + h + wiesenStart)) + size + h + wiesenStart;
drawFlower(petalCnt, [posX, posY], size, h, h / 20);
i++;

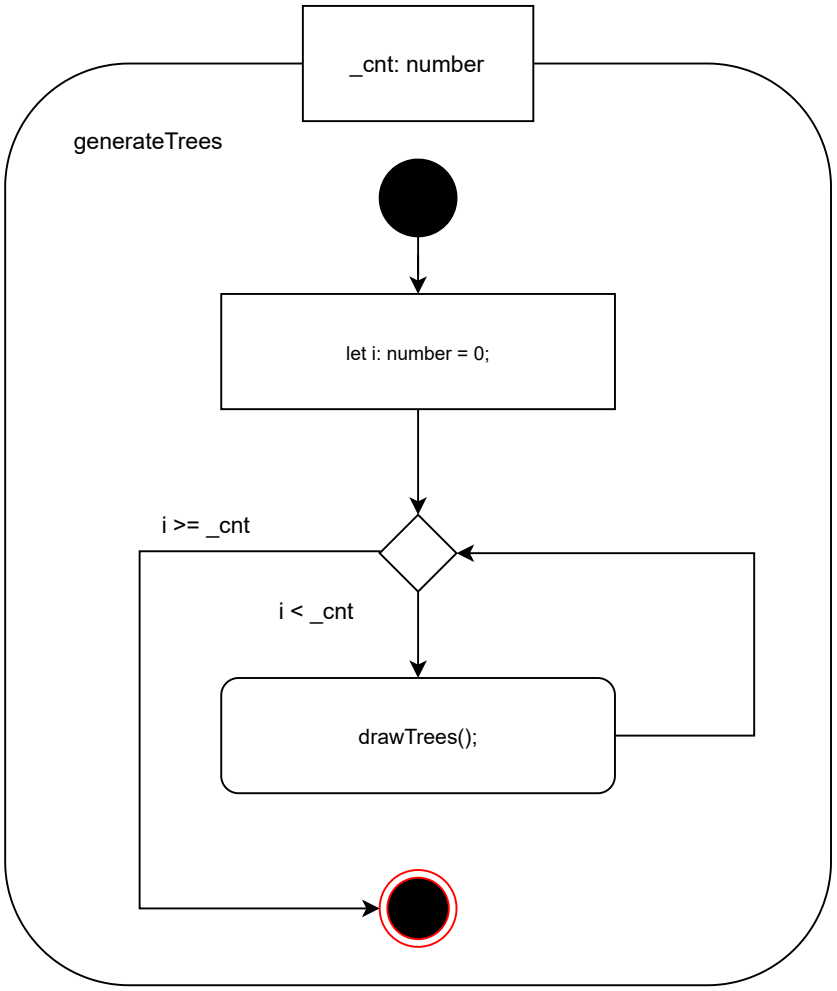

drawClouds
let x: number = 0;
let r: number = random(10, width/50);
beginPath()
x >= width
x < width
arc(x, 0, r, 0, Math.PI*2);
x+=r/2;
r = random(10,width/50);
x+= r/2;
fillstyle = "white";
context.fill();


drawTrees
let h: number = Math.random() * (canvas.height / 4) +
canvas.height / 2;
let w: number = h / 20;
let pos: number[] = [Math.random() * canvas.width,
canvas.height];
context.fillStyle = "#382900";
context.fillRect(pos[0], pos[1], w, -h);
context.arc(pos[0] + w / 2, pos[1] - h, h / 3, 0, 2 * Math.PI);
context.fillStyle = "green";
context.fill();
context.stroke();

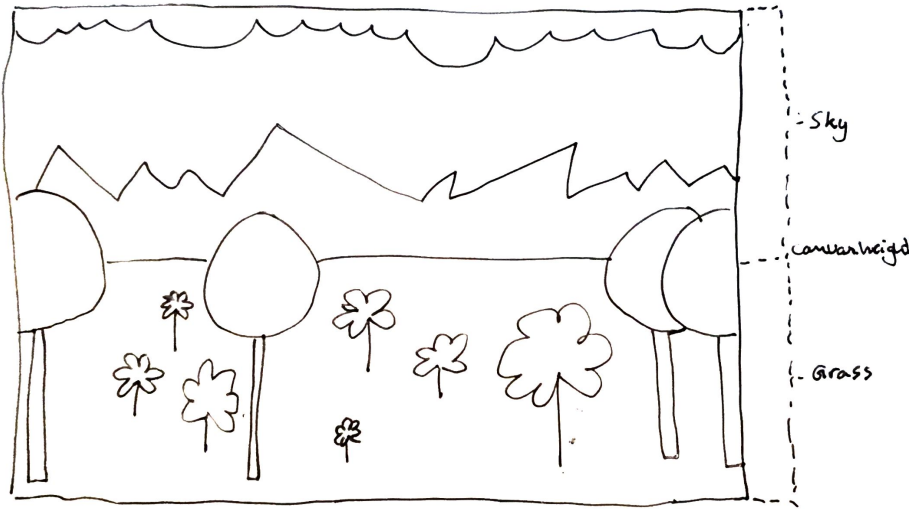

drawSky
context.fillStyle = "lightblue";
context.fillRect(0, 0, canvas.width, canvas.height);

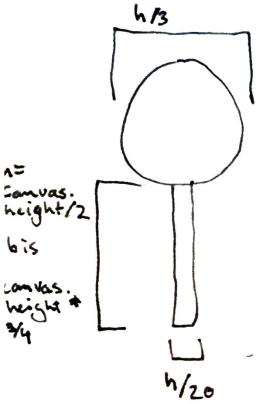

drawGrass
context.fillStyle = "darkgreen";
context.fillRect(0, wiesenStart + 1, canvas.width - 1, canvas.height - 1);
context.strokeRect(0, wiesenStart, canvas.width, canvas.height);


_spikeCnt: number
drawMountains
mountainCoordinates: number[][] = [[]];
let i = 0;
i >= _spikeCnt
i < _spikeCnt
let coord: number[] = [random(width), random(height)];
mountainCoordinates.push(coord);
i++;
context.beginPath();
lineTo next Vertex
closePath();
fill();
stroke();


_cnt: number
generateTrees
let i: number = 0;
i >= _cnt
i < _cnt
drawTrees();

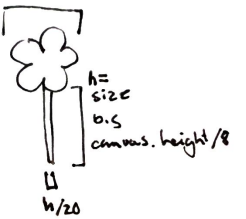
V1- Scribble

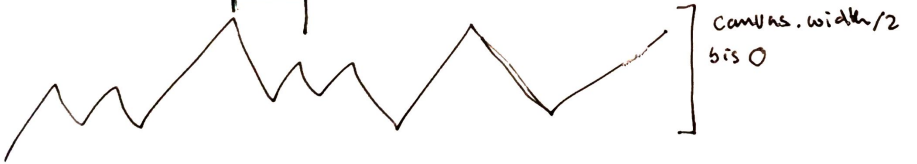




Color → random

size = canvas.width/18
bis canvas.width/90



[Number of

0 bis canvas.width/(spikes/2)