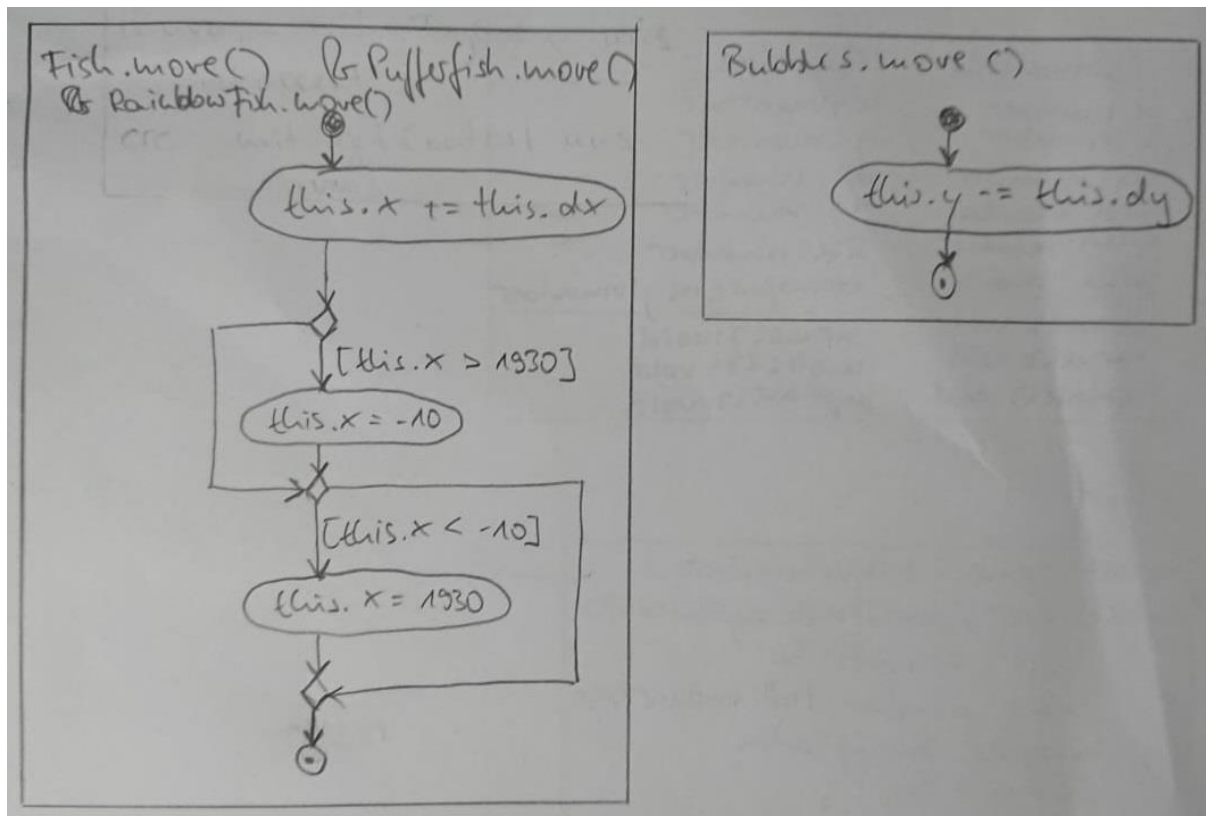
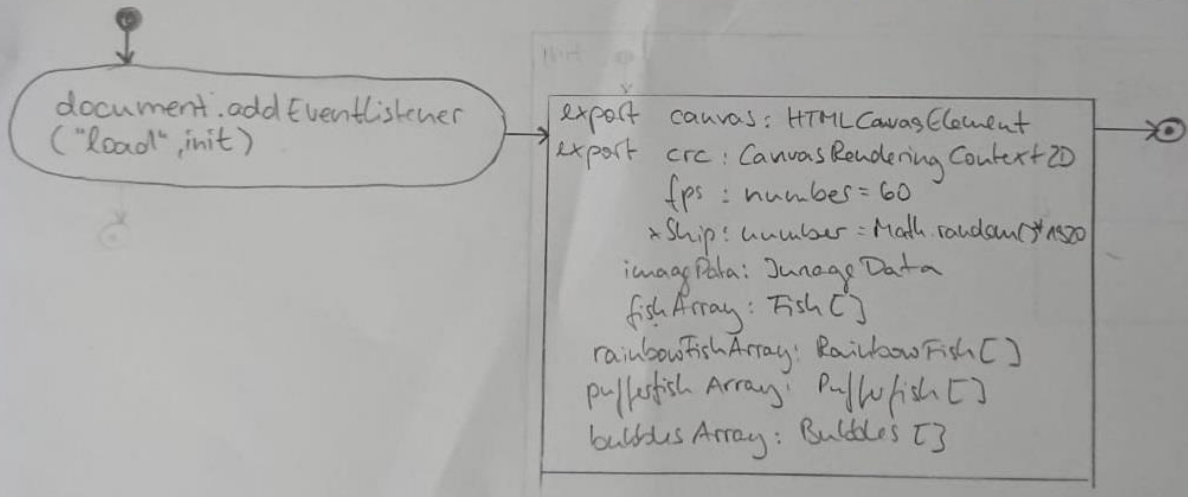
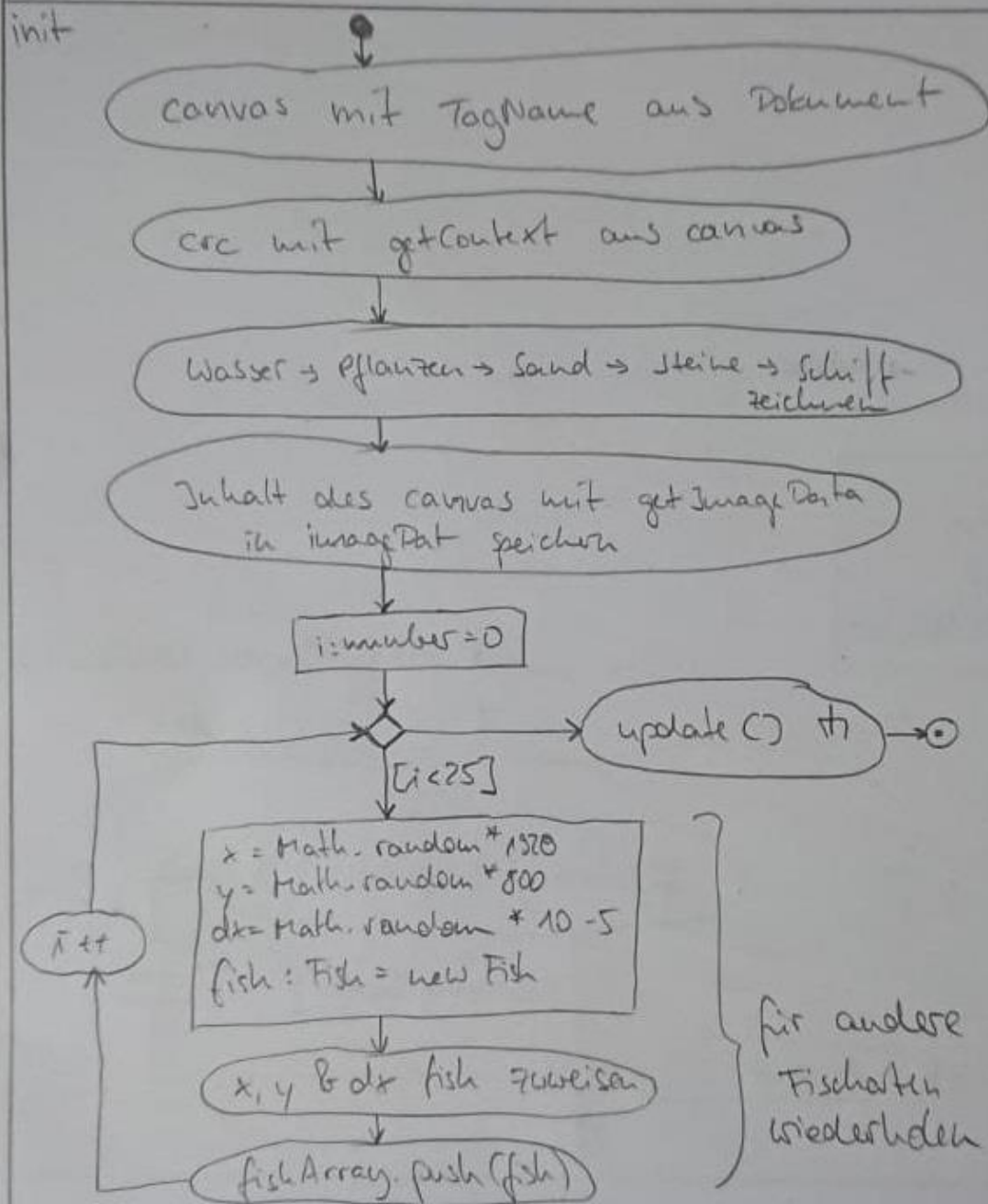


Fish	Pufferfish	RainbowFish	Bubbles
x: number	x: number	x: number	x: number
y: number	y: number	y: number	y: number
dx: number	dx: number	dx: number	dx: number
	Size: number	red: number	dy: number
draw(): void	draw(): void	green: number	Size: number
move(): void	move(): void	blue: number	transparency: number
update(): void	update(): void	draw(): void	draw(): void
		move(): void	move(): void
		update(): void	update(): void



init



update

SetTimeout (update, 1000 / fps)

canvas mit.clearRect leeren

canvas mit imageData via  
putImageData füllen

bubble : Bubbles = new Bubbles  
size : number = Math.random() \* 15  
transparency: number = Math.random()  
dx : number = Math.random() \* 80 - 40

bubble.x = x Ship  
bubble.y = 850  
bubble.dx = dx  
bubble.dy = 3  
bubble.size = size  
bubble.transparency = transparency

bubblesArray.push(bubble)

