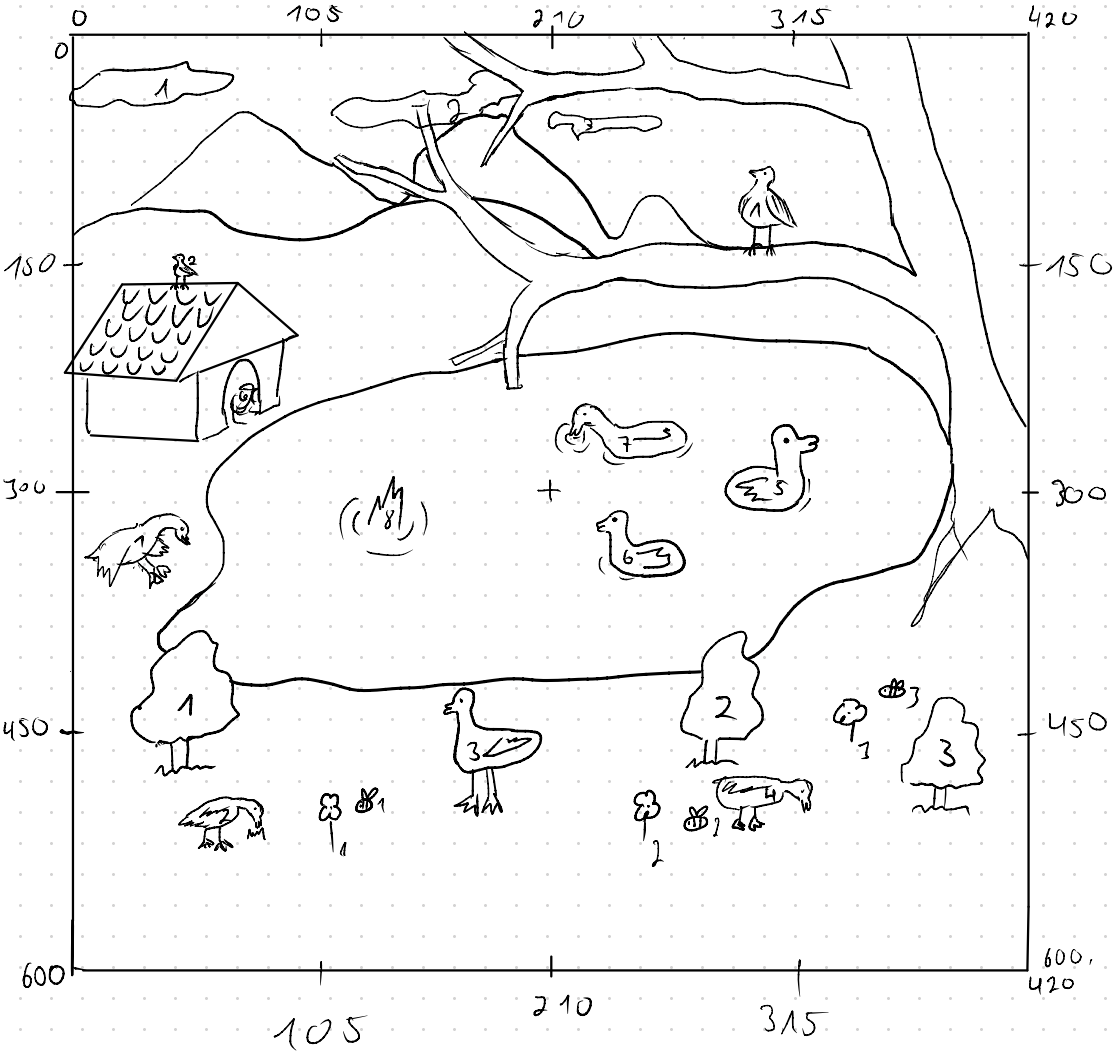
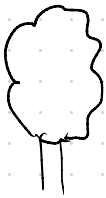
UI Scribble: Ententeich



Klassendiagramm: Ententeich

Tree
size: number color: string position: number
draw() constructor(_x: number, _y: number)



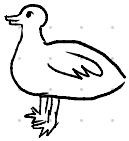
-10,0

Bush
size : number color : string position : number
draw () drawBushParticle()

Ursprungskoordinaten : Bush : 310, 570

Duck
size : number color : string position : number type : string direction : Vector/(boolean) activity : string
draw () constructor(_xnumber, _ynumber, color) move ()

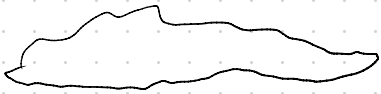
Duck 1: 10, 405
Duck 2: 100, 440



Bees
size : number position : number color : string direction : number activity : string
draw (); move (); constructor(_xnumber, ynumber, color)

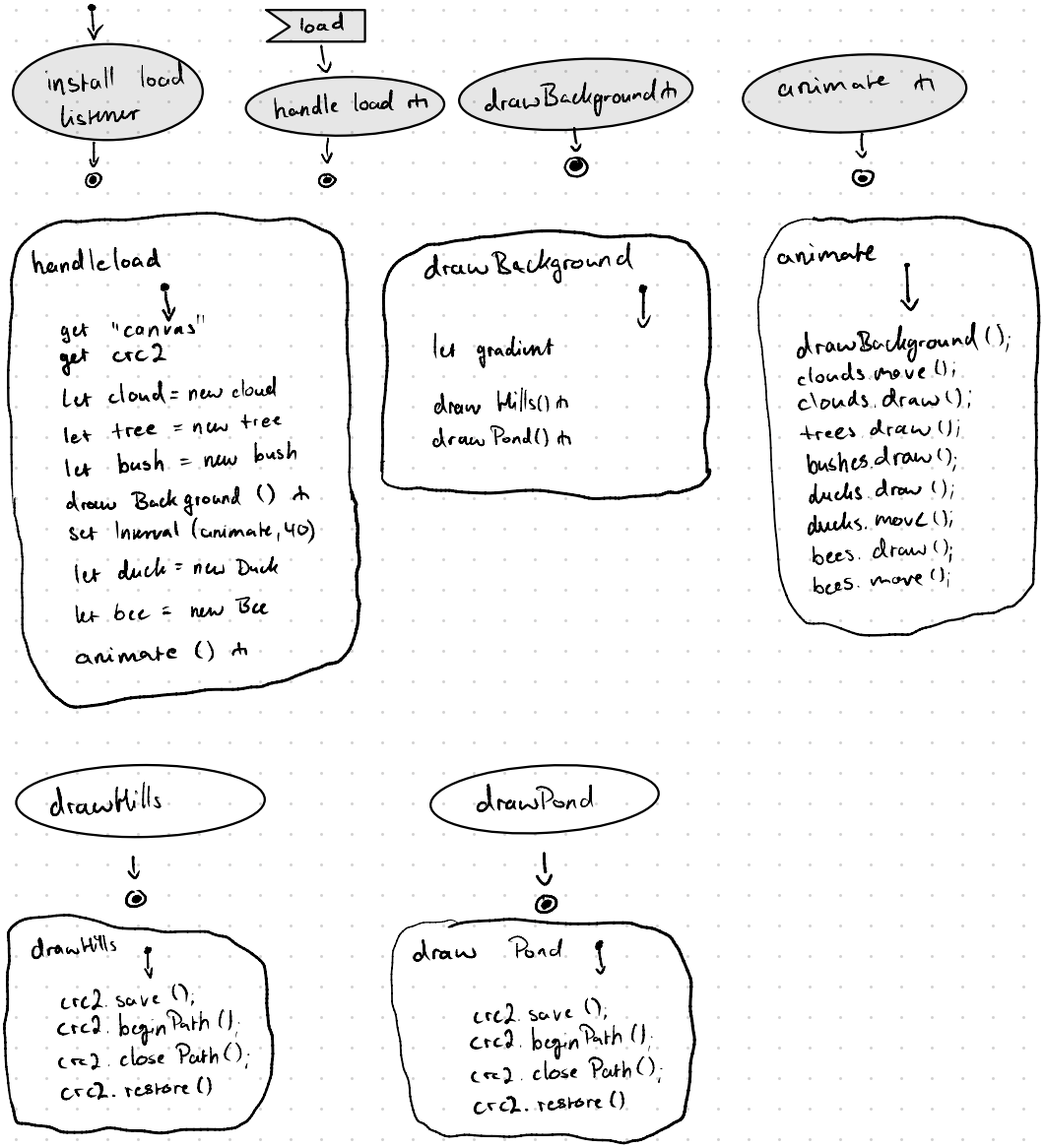
Bee 1: 10, 600
Bee 2: 0, 500

Cloud
size : number position : number color : string direction : number velocity : number particles : number
draw (), move (), constructor(_xnumber, _ynumber

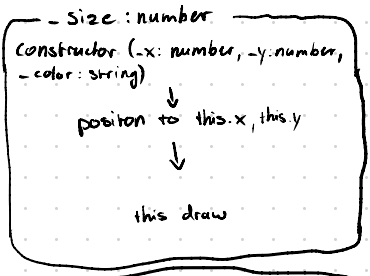


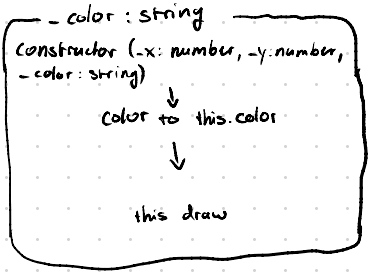
Cloud 1: random
Cloud 2: random
Cloud 3: random

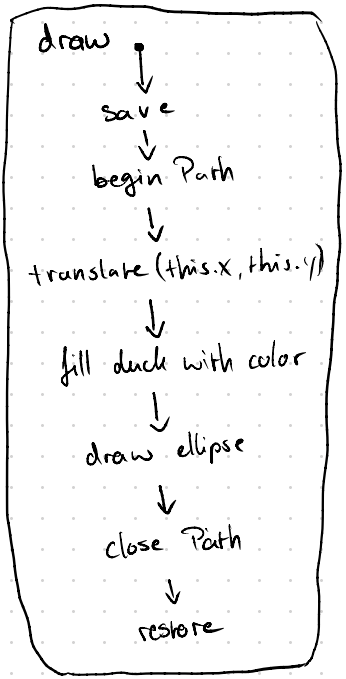
Activity Diagram: Ententeich – main

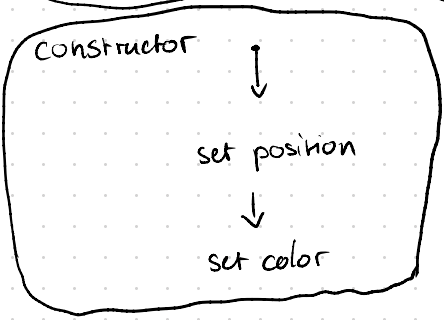


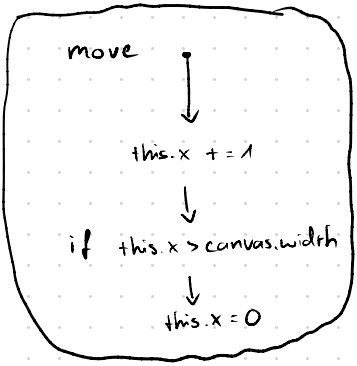
Activity Diagram: Ducks



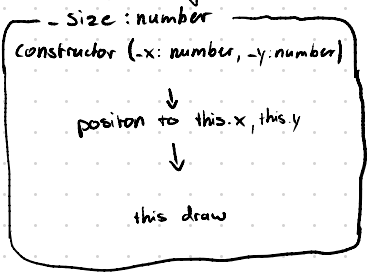


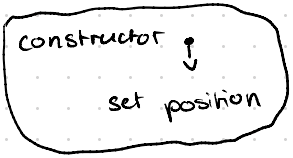


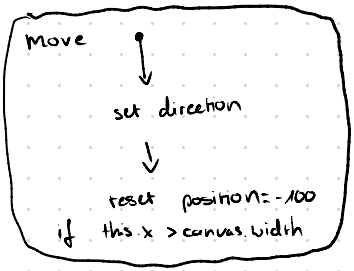


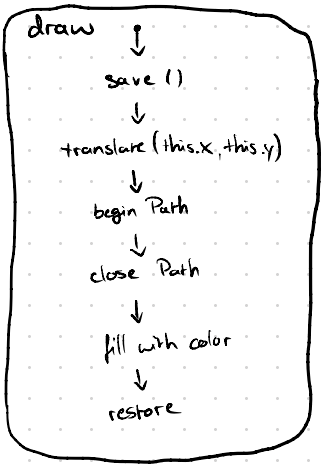


Activity Diagram: Clouds

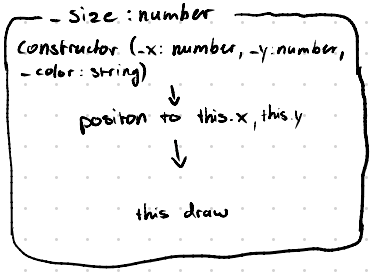


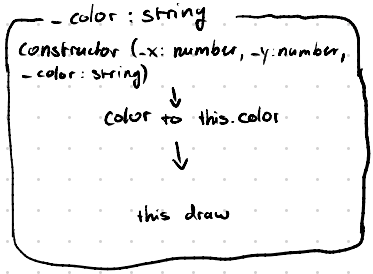


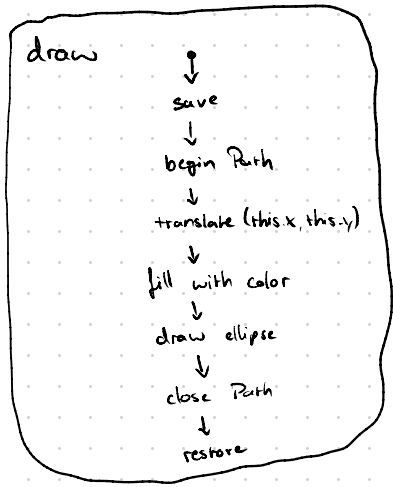


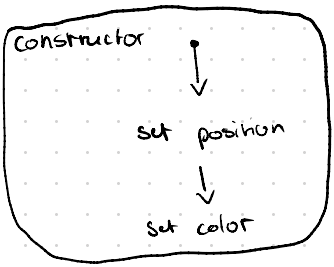


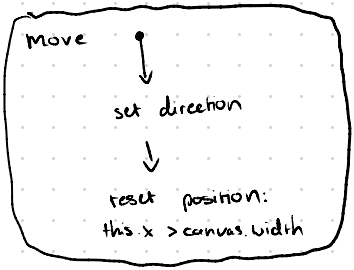
Activity Diagram: Bees



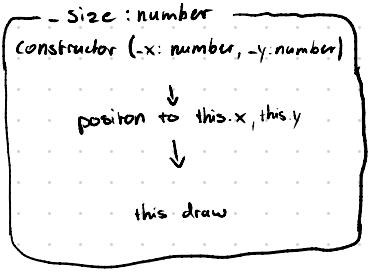


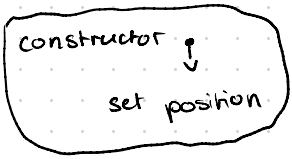


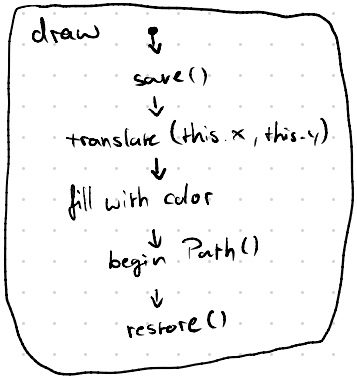
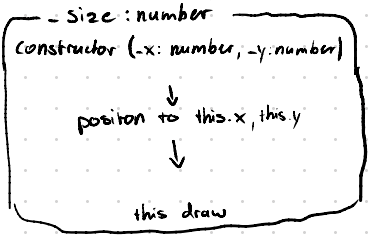
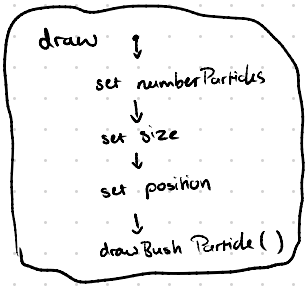
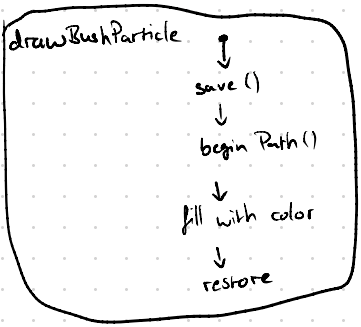
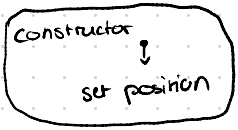




Activity Diagram: Tree







Activity Diagram: Bush