

CLOUD

CanvasRenderingContext

Cloud

position : Vector
velocity : Vector

Constructor (_ position : Vector)
move (_ timeslice : number)
draw() : void

Vector

x: number
y: number

Constructor (_ x: number,
_ y: number)
Set
Scale
add

constructor

Velocity: Vector
_ position: Vector

Position to _ position

Set velocity to random x,
y=0 and random lenght

Set size to size

draw

beginPath

draw arcs

move to

line to

stroke

fill

move

_ timeslice : number

add velocity - timeslice
to position

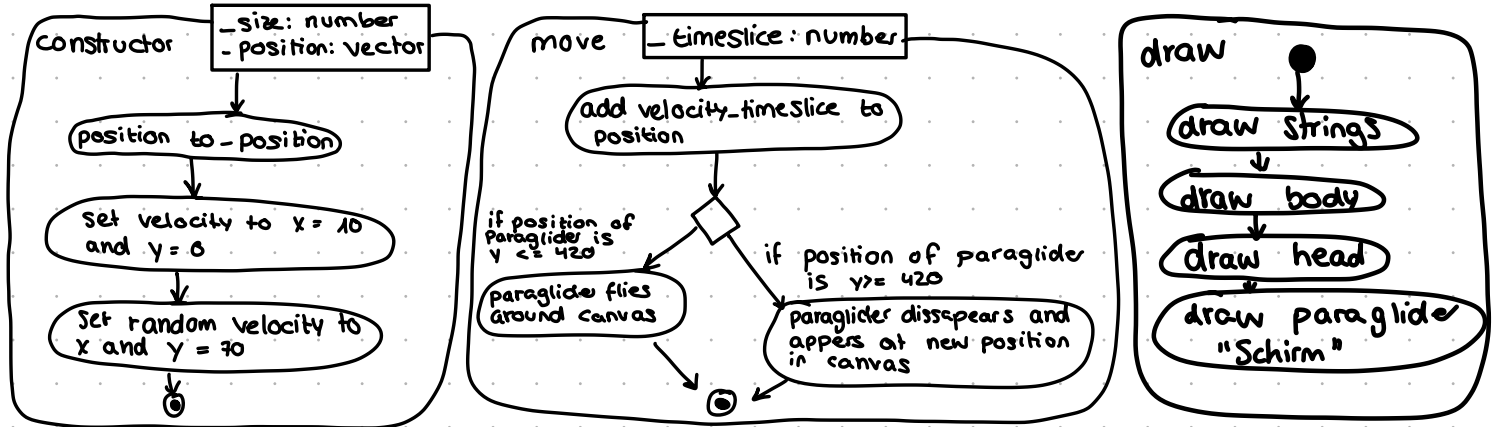
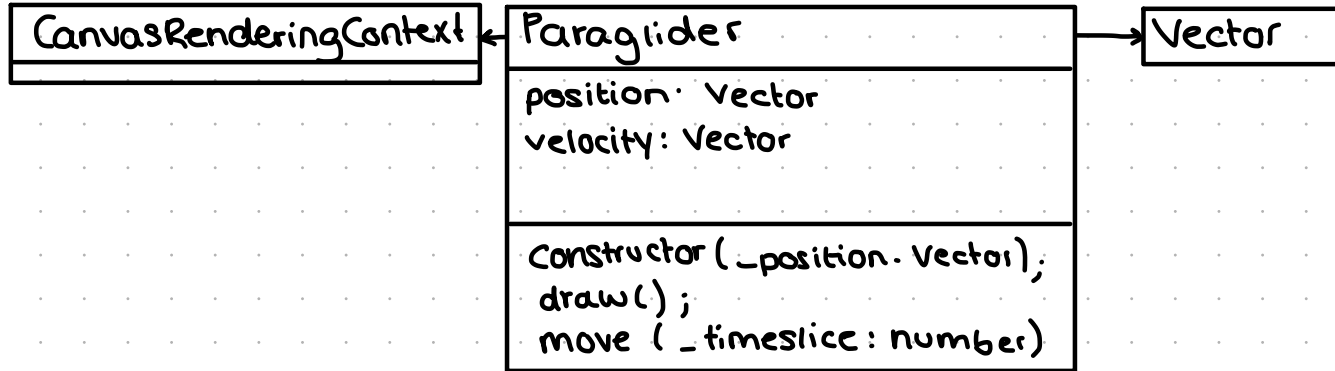
[position com-
ponent < 0]

add Canvas
dimension to
Component

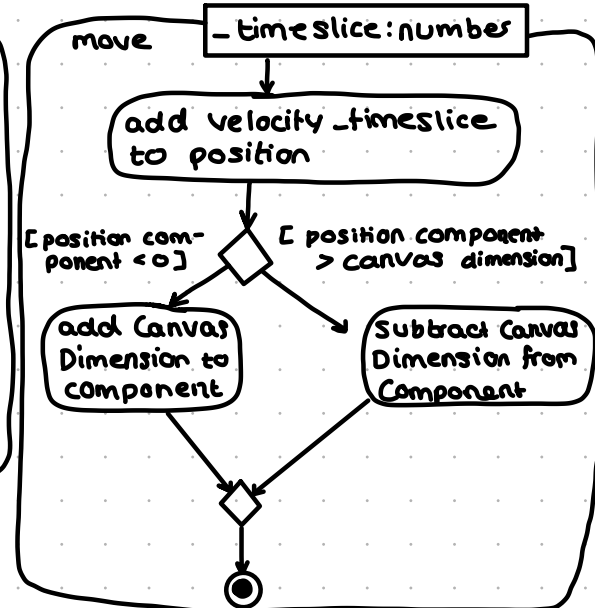
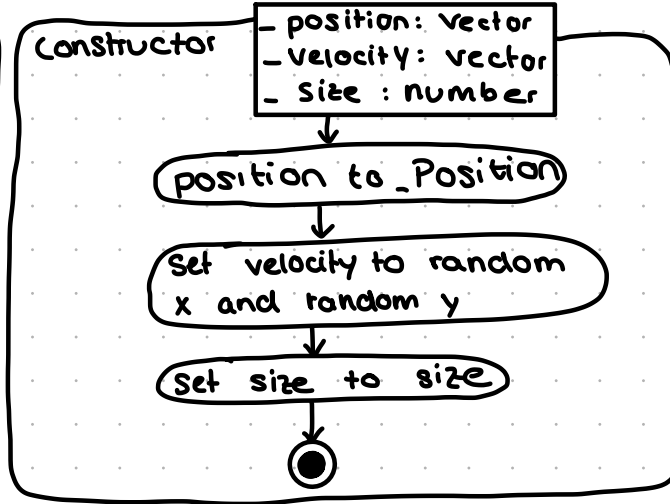
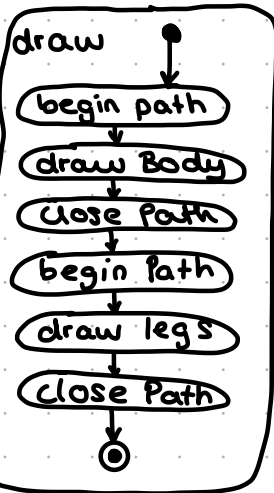
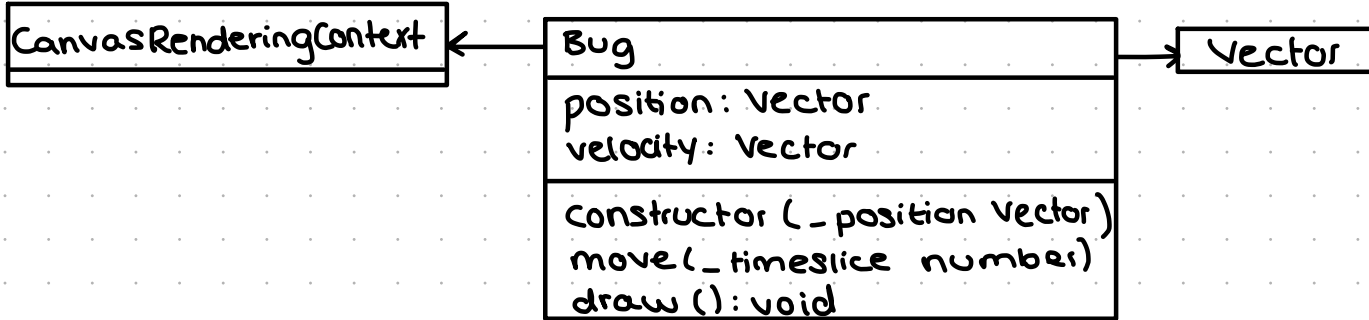
[position component
> canvas dimension]

Substract canvas
dimension from
Component

Paraglider



Bug



People

