Klassendiagramme

Ground

color: color;
y: number;

---

draw();

Water

color: color;
y: number;

---

draw();

Fish

x: number;
y: number;
c: color;
s: size;

---

update();
draw();

Bubbles

x: number;
y: number;
s: size;
l: lifetime;

---

update();
draw();

Grass

x: number;
y: number;
l: length;
c: color;

---

update();
draw();

Snail

x: number
y: number

---

draw();

SeaStar

x: number
y: number
s: size

---

draw();