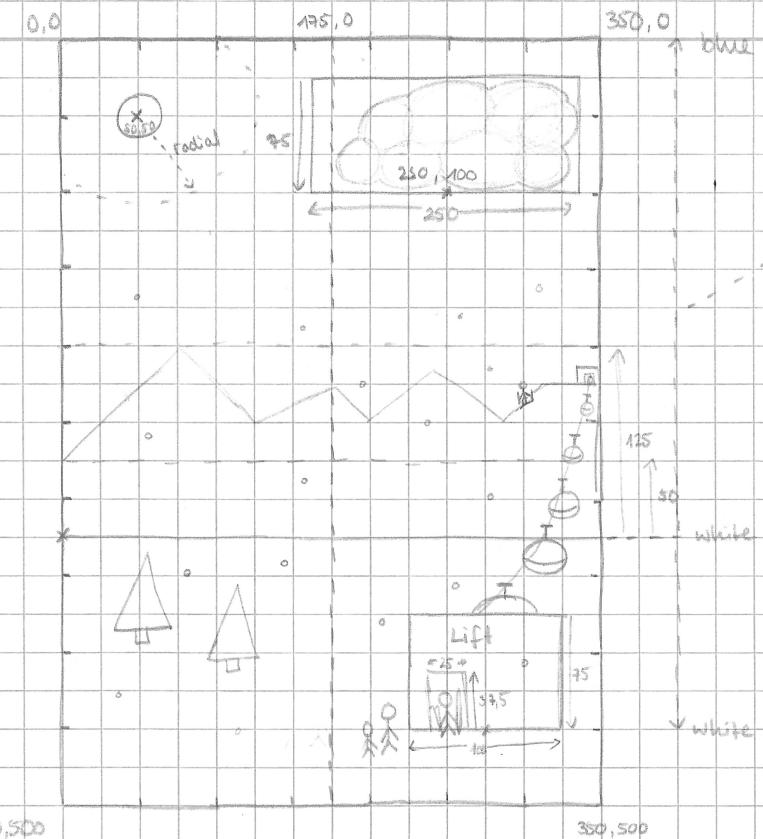


L10

Scribble



Gradient
- lightblue
- white

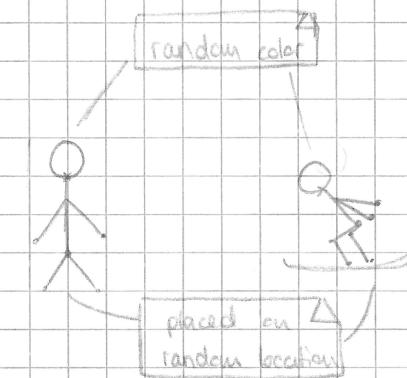
Lift-House



Snowflakes:

particles randomly placed on canvas

People:



Trees:

randomly placed

Mountain:

random step to next point

Sun:

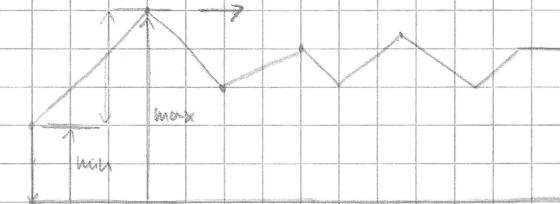
Gradient
- bright yellow

particles randomly placed in area

Cloud:

particle
Gradient

Mountain:



L10 Class Diagram

Canvas Rendering Context

Skifahrer

```
constructor (-position: Vector)
move (-timeslice:number): void
draw (): void
```

Movable

position: Vector
velocity: Vector

```
constructor (-position: Vector)
move (-timeslice:number): void
draw (): void
```

Snowflake

```
constructor (-position: Vector)
move (-timeslice:number): void
draw (): void
```

Vector

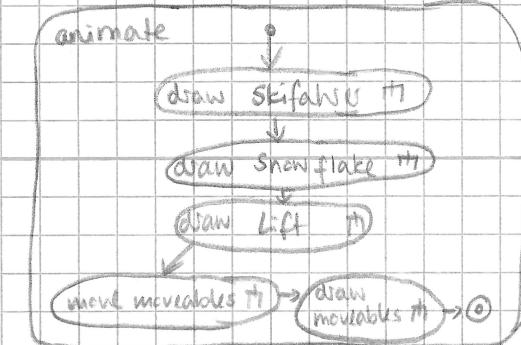
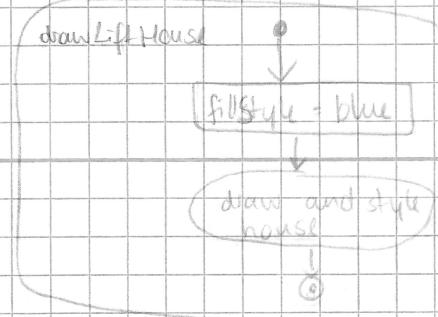
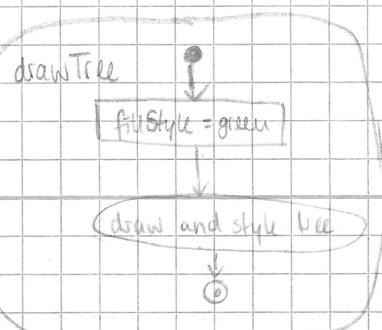
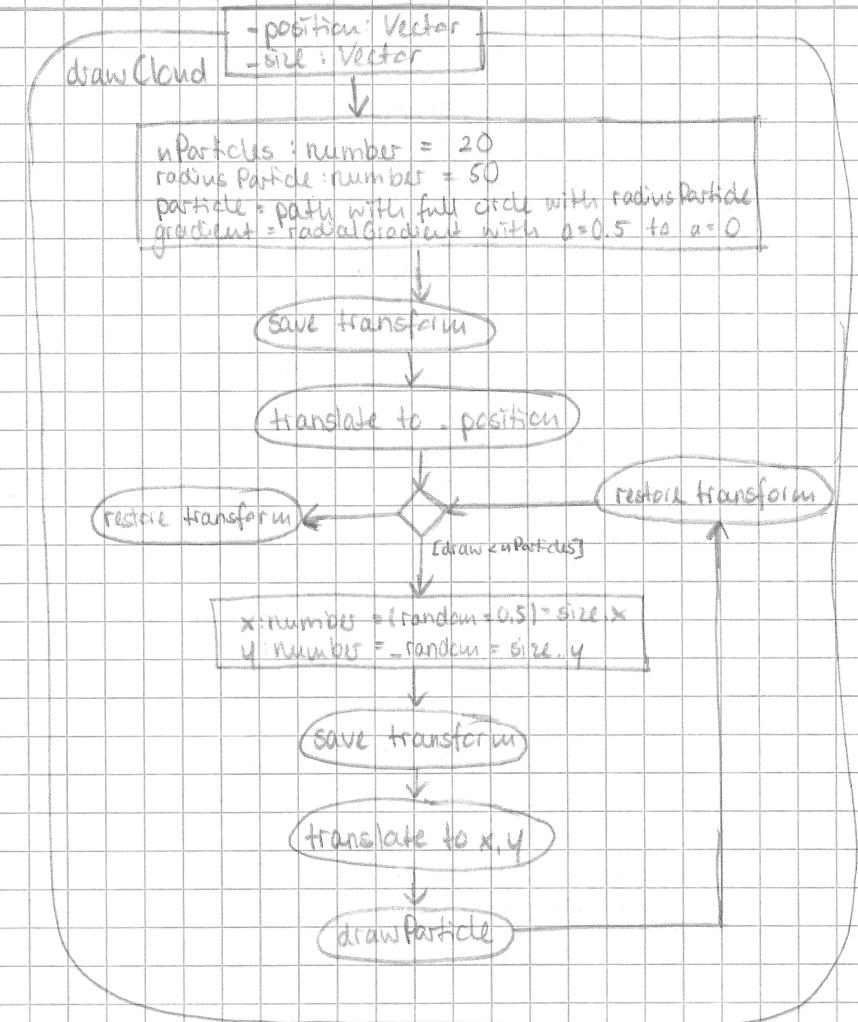
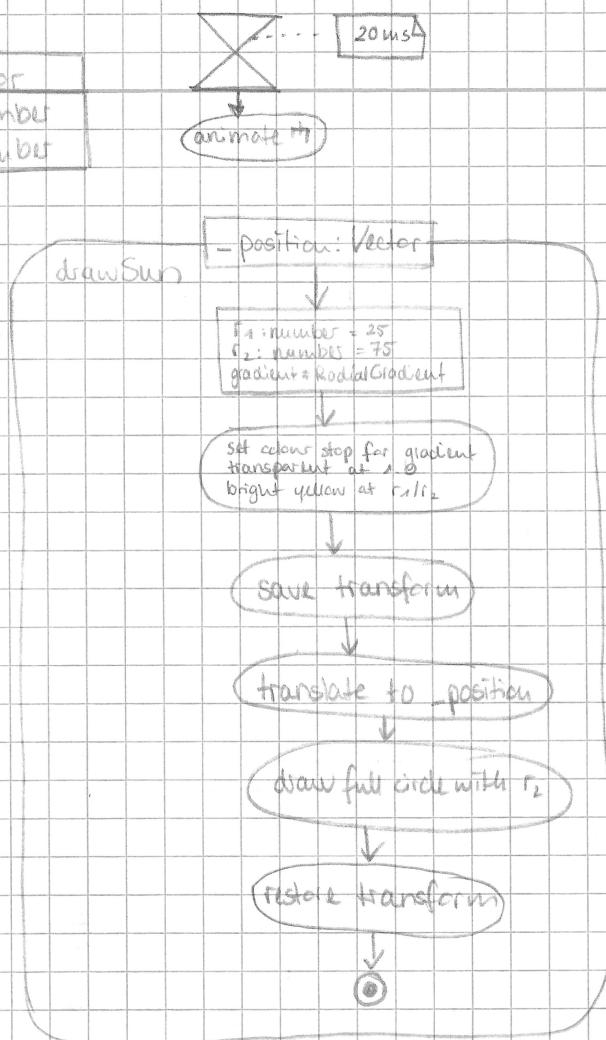
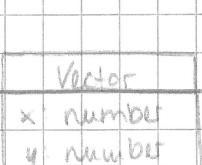
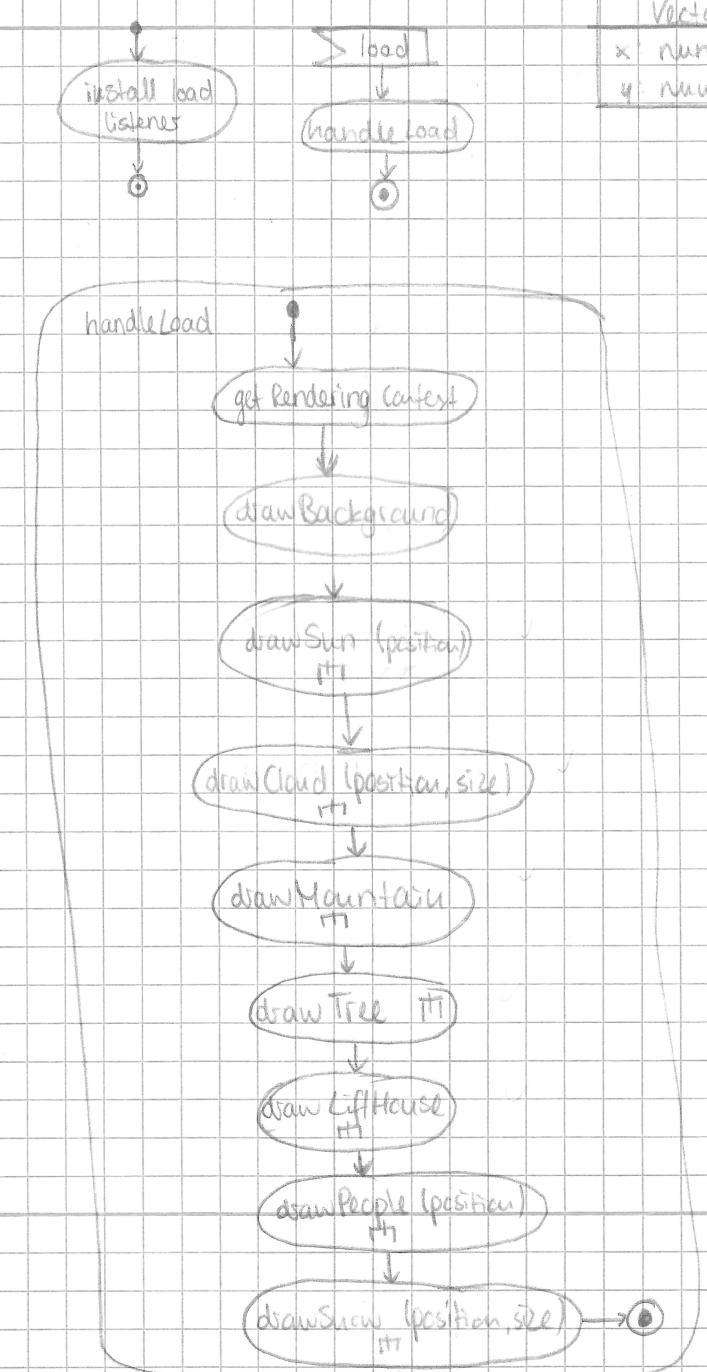
x: number
y: number

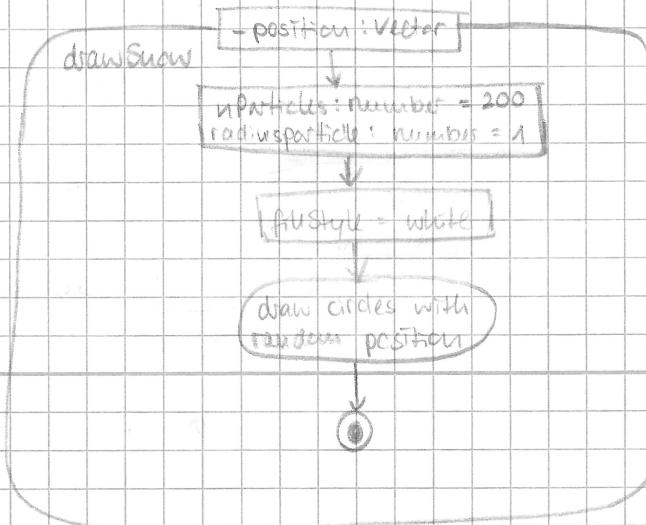
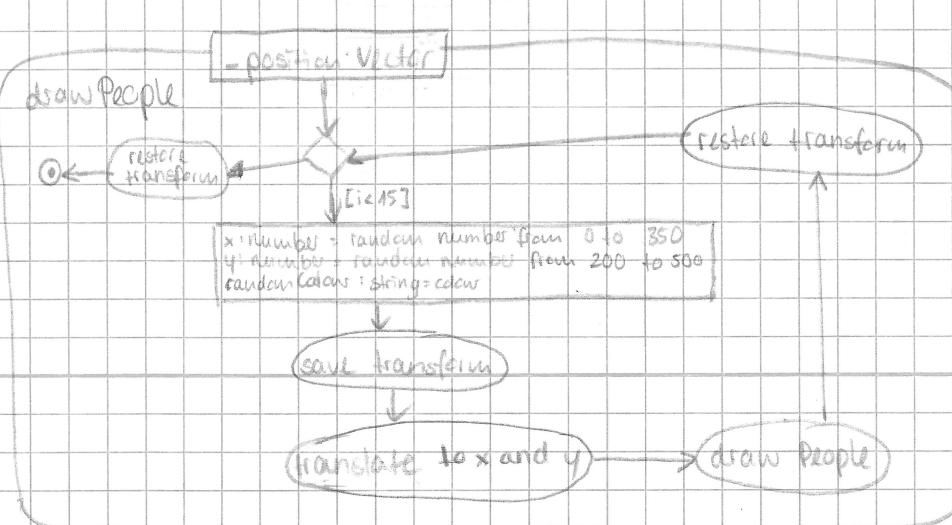
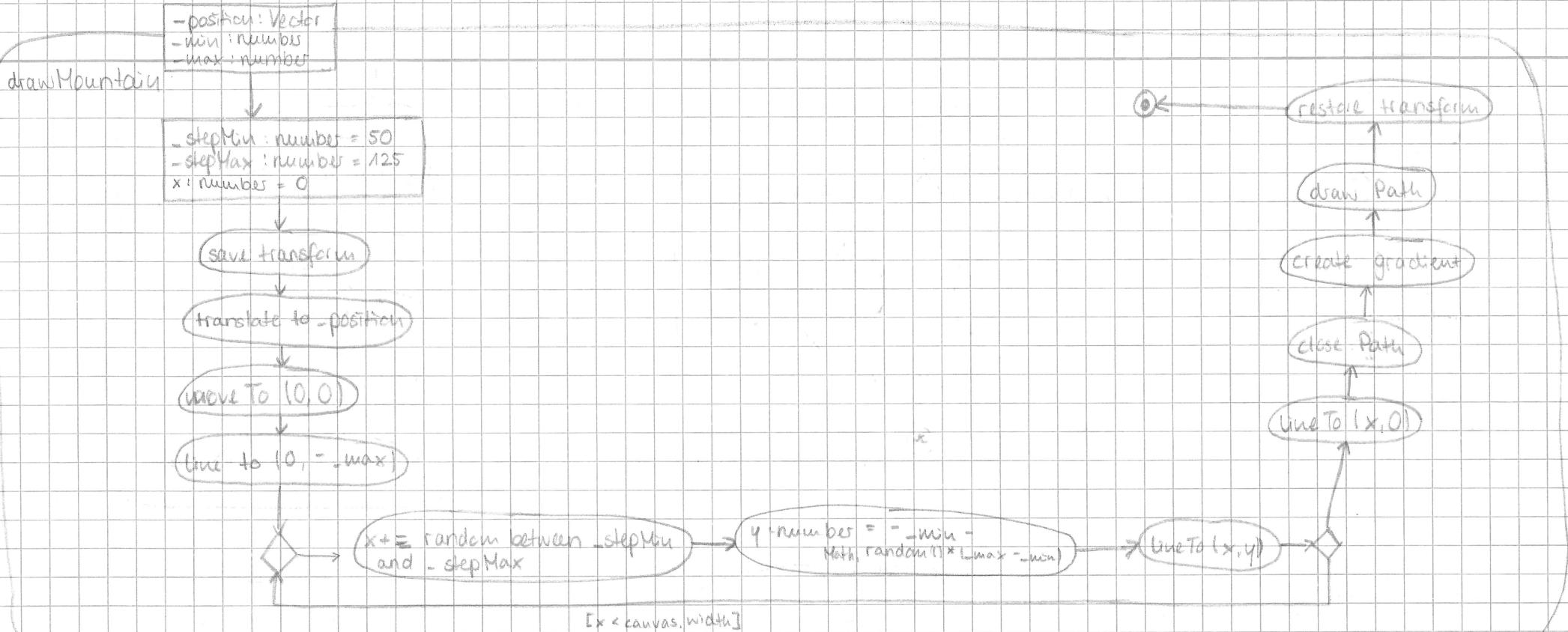
```
constructor (-x: number, -y: number)
set (-x: number, -y: number): void
scale (-factor: number): void
add (-addend: Vector): void
```

Lift

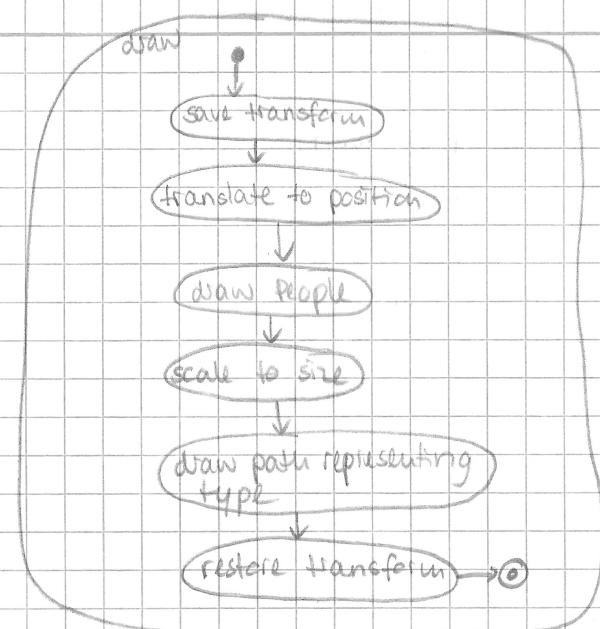
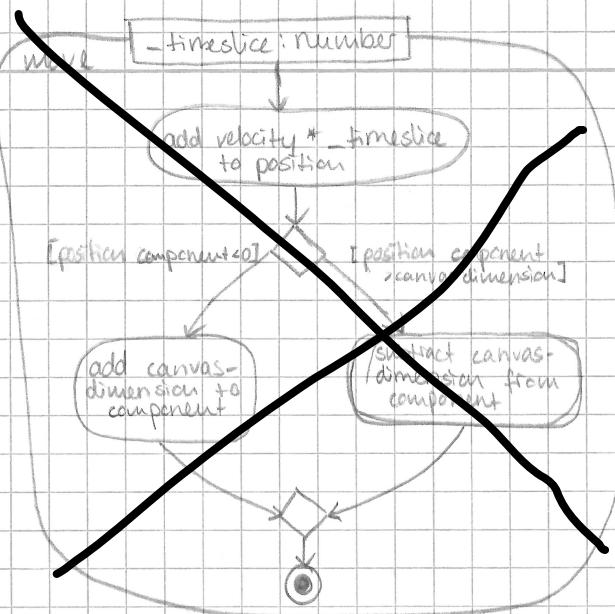
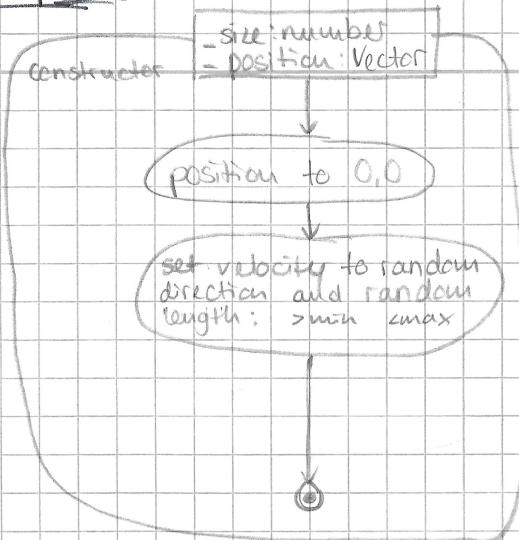
```
constructor (-position: Vector)
move (-timeslice:number): void
draw (): void
```

L10_ Activity Diagramm

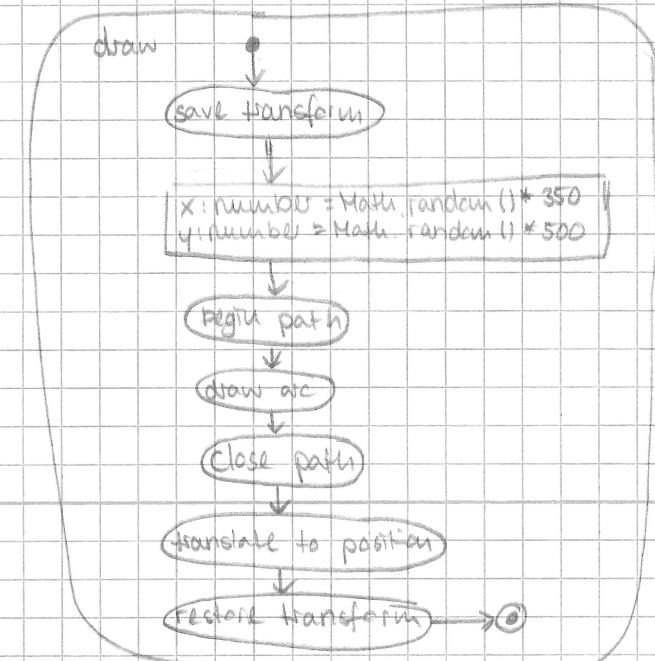
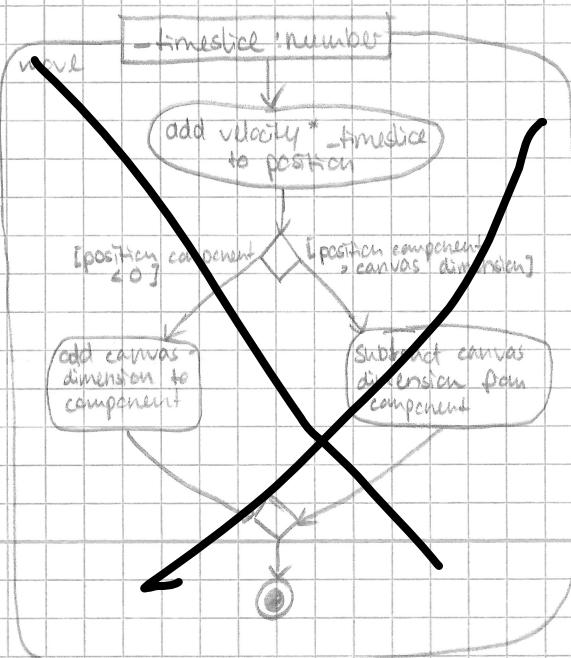
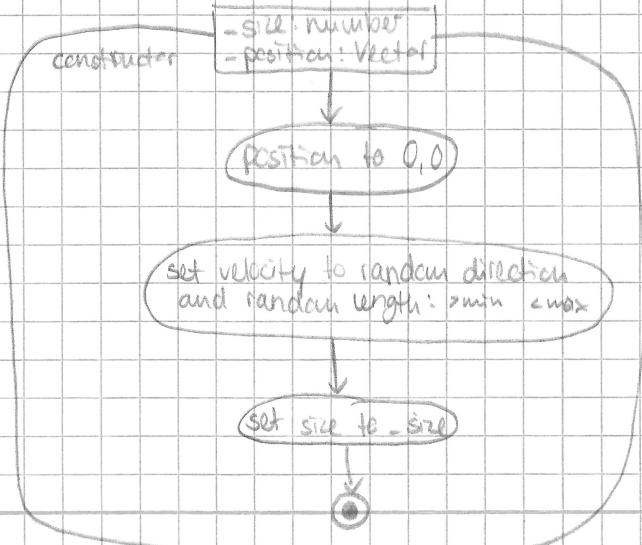




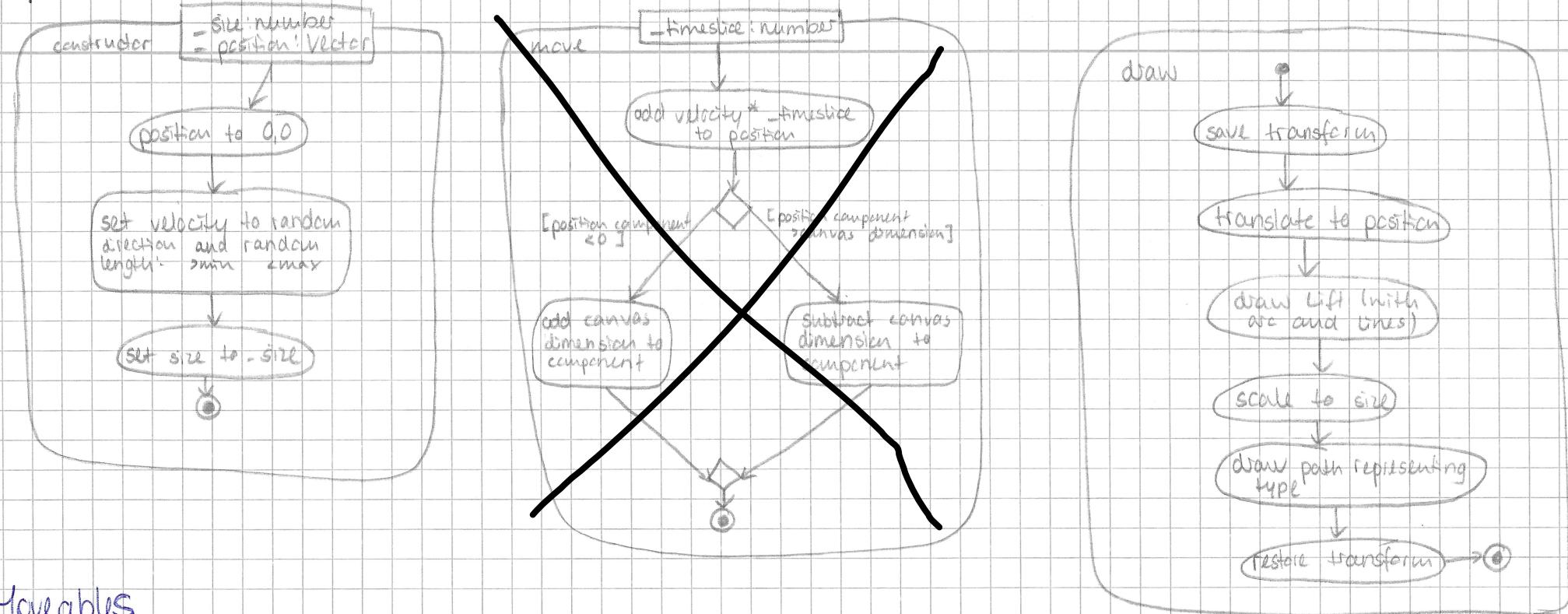
Skifahrer



Snowflake



Lift



Moveables

