

Flower

x: number
y: number
zufallszahl Blumen: number

drawFlower 1 ()
drawFlower 2 ()
drawFlower 3 ()
setRandomPosition ()

Bee

x: number
y: number
richtung: number
color: string
color Fluegel: string

move ()
draw ()
setPosition ()
setStyle ()

Blumenwiese

x: number
y: number

drawBackground ()
drawWiese ()
drawSun ()
drawFlower 1,2,3 ()
drawMountain 1,2 ()
drawIce 1,2 ()
drawBienenkorb ()