Bee
+ posX: number;
+ posY: number;
+ velocityX: number;
+ velocityY: number;
+ randomScaleX: number;
+ randomScaleY: number;
+ randomNumber: number;
+ counter: number = 0;
+ constructor(_position: Vector, _velocity: Vector, _randomScale: number
+ draw(): void
+ update(): void

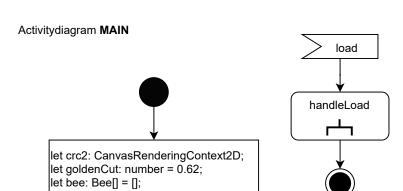
Flower + xPos: number; + flowerType: number; + yRandomMin: number; + yRandomMax: number; + constructor(_flowerType: number, _xPos: number, _yRandomMin: number, _yRandomMax: number) + draw(): void

Cloud

+ posX: number;
+ posY: number;
+ velocityX: number = 0.17;
+ velocityY: number = 0.1;
+ constructor(_position: Vector)
+ draw(): void
+ update(): void

<< interface >> Vector

x: number;
y: number;



let flowers: Flower [] = []; let clouds: Cloud [] = []; let imageData: ImageData;

interface Vector for x & y coordinates

install load-listener

