

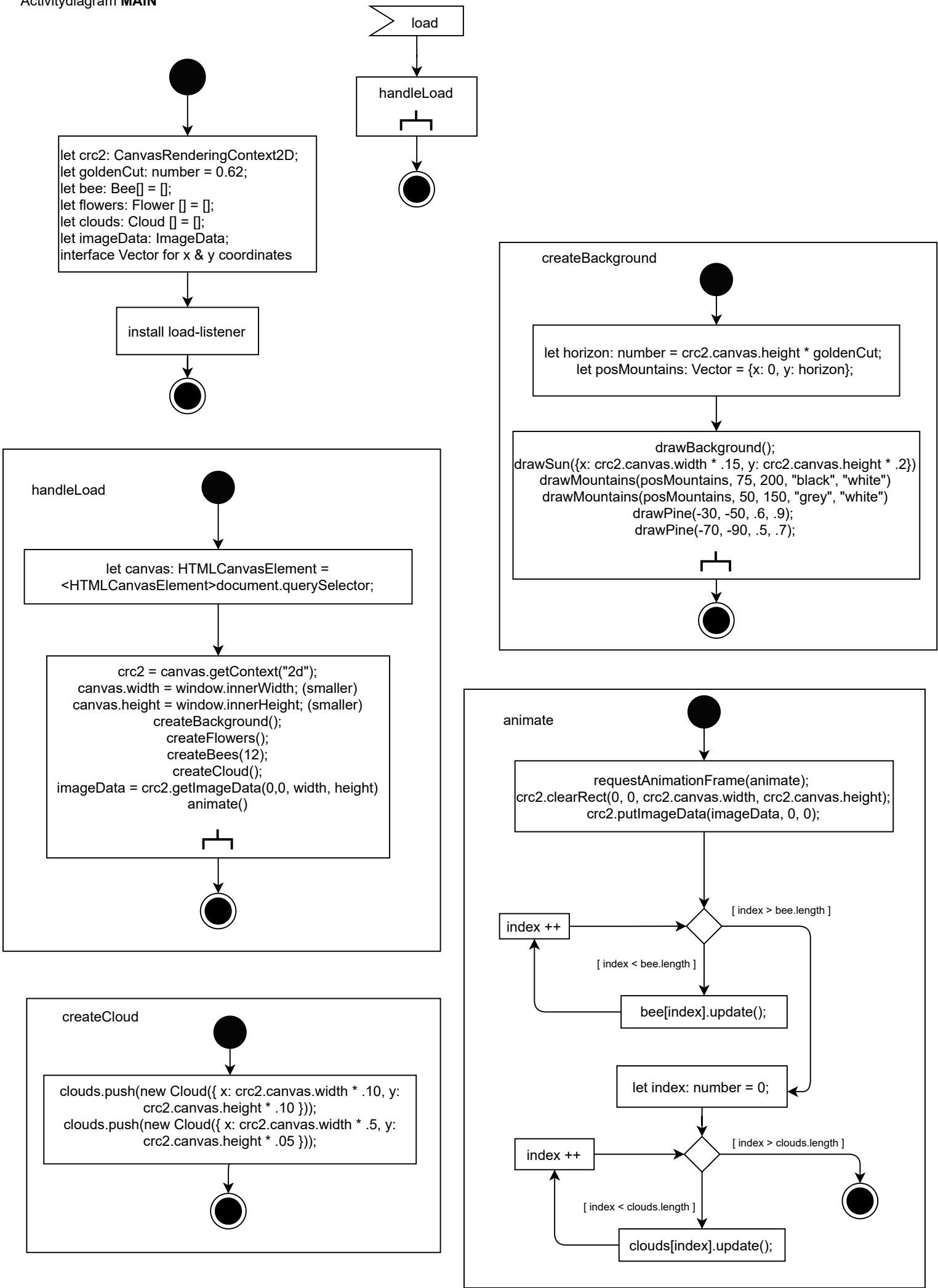
Bee
+ posX: number; + posY: number; + velocityX: number; + velocityY: number; + randomScaleX: number; + randomScaleY: number; + randomNumber: number; + counter: number = 0;
+ constructor(_position: Vector, _velocity: Vector, _randomScale: number  + draw(): void + update(): void

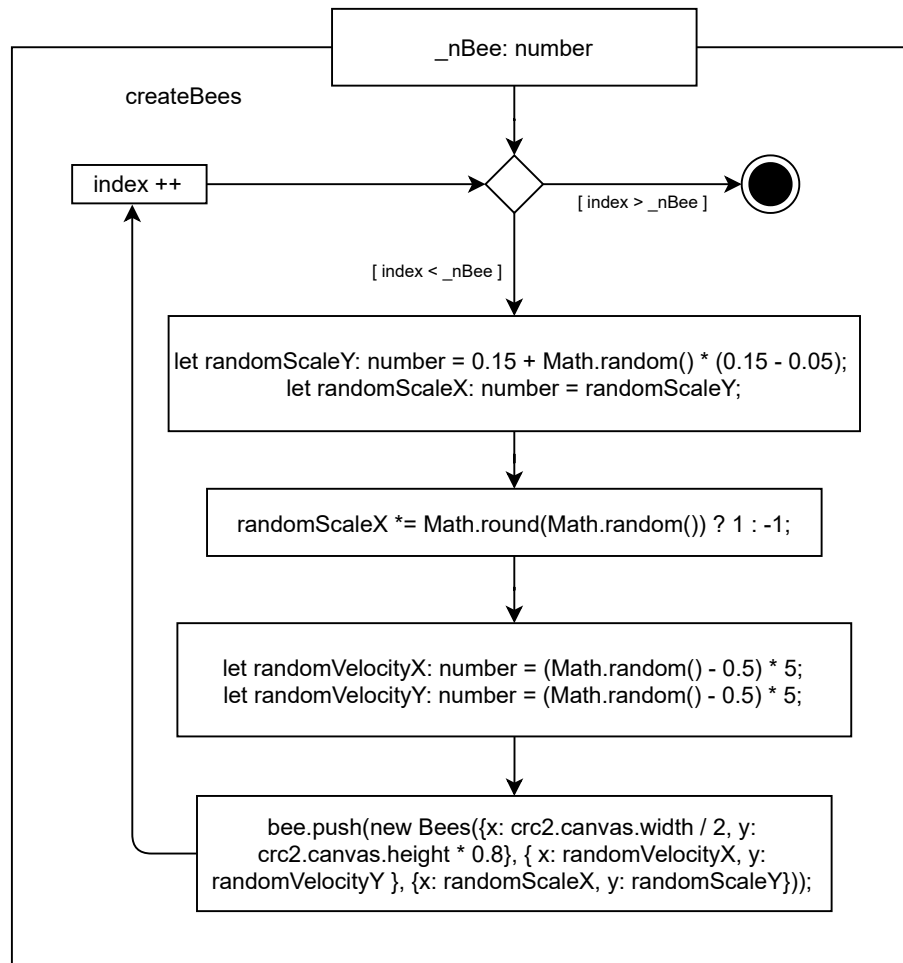
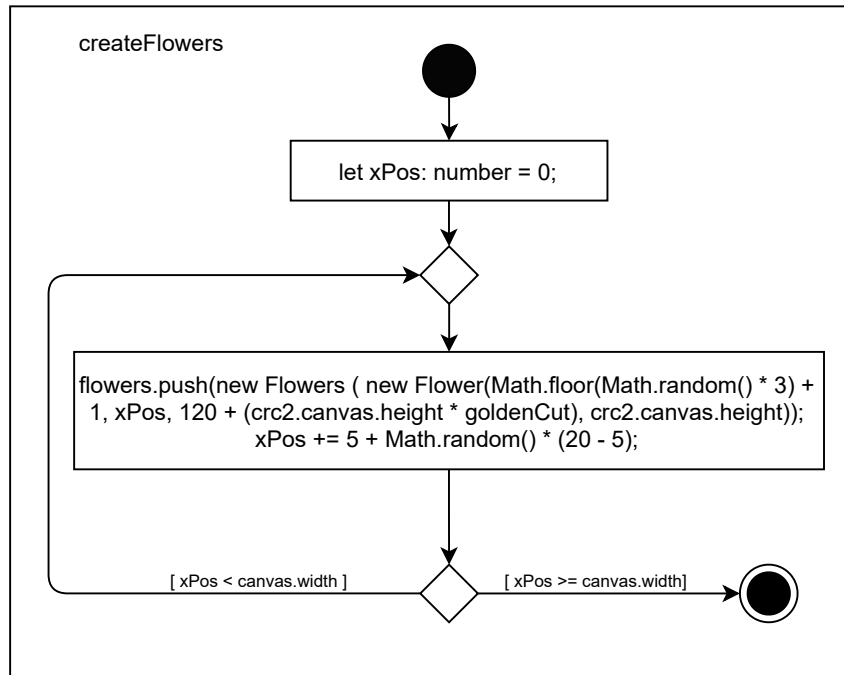
Flower
+ xPos: number; + flowerType: number; + yRandomMin: number; + yRandomMax: number;
+ constructor(_flowerType: number, _xPos: number, _yRandomMin: number, _yRandomMax: number)  + draw(): void

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;

---





Activitydiagram BEE

