

cloud

x: number

y: number

move(): void

draw(): void

childrenUp

x: number

y: number

colorHead: string

colorBody: string

colorTail: string

move(): void

draw(): void

childrenDown

x: number

y: number

colorHead: string

colorBody: string

colorTail: string

move(): void

draw(): void

snow

x: number

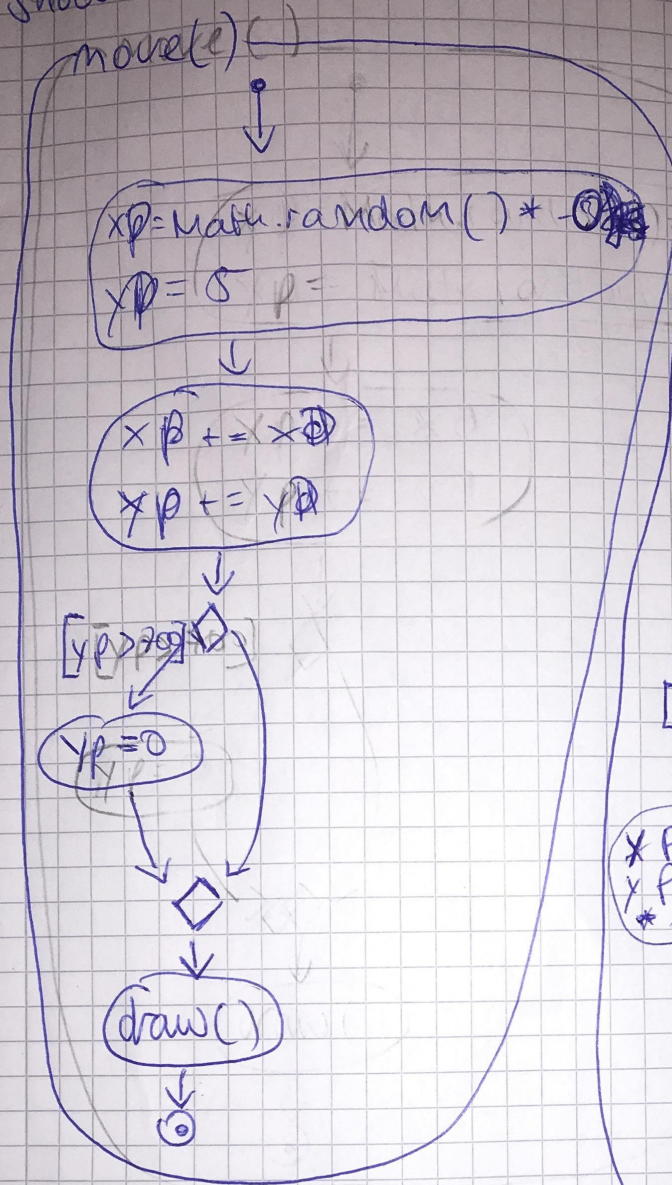
y: number

move(): void

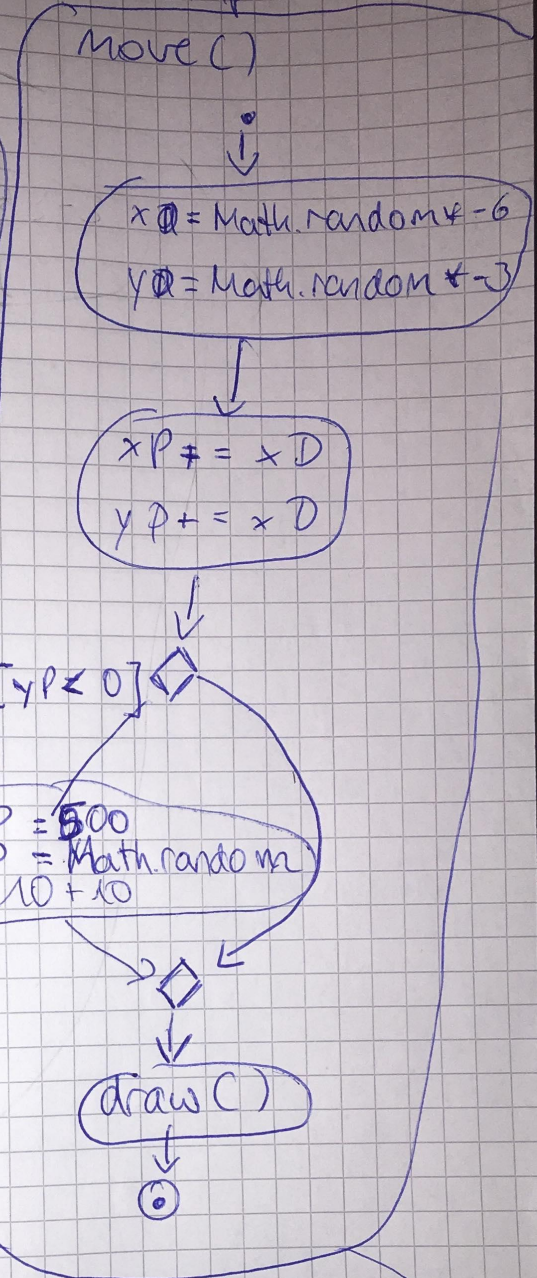
draw(): void



Shawn



ChildrenUp



Children Down

