## AnimationFireworks

- container : pixi.core.display.Container
- position : pixi.core.math.Point
- shotAnimation : Bool
- name : String
- fireworks : com.isartdigital.utils.game.StateGraphic
- fireworksShot : com.isartdigital.utils.game.StateGraphic
+ availableFireworks : Array<String>
- VERTICAL_SHOT_OFFSET : Int
- FIREWORKS_SHOT_DURATION : Int
- ANIMATION_TOTAL_DURATION : Int

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+ new (fireworskBuilder : AnimationFireworksBuilder) : Void
- destroy () : Void
- destroyShot () : Void
- createFireworksGraphic () : Void
- createFireworksShotGraphic () : Void
- createFireworks () : Void
+ getRandomFireworks () : String

## FireworksAmbiance

- CHANCE_TO_GENERATE_FIREWORKS : Float

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+ new () : Void
+ update () : Void

## AnimationFireworksBuilder

- container : pixi.core.display.Container
- position : pixi.core.math.Point
- shotAnimation : Bool
- name : String

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+ new () : Void
+ build () : AnimationFireworks
+ withContainer (container : pixi.core.display.Container) : AnimationFireworksBuilder
+ withPosition (position : pixi.core.math.Point) : AnimationFireworksBuilder
+ withShotAnimation (shotAnimation : Bool) : AnimationFireworksBuilder
+ withFireworksName (name : String) : AnimationFireworksBuilder
+ create () : AnimationFireworksBuilder

Package: com.isartdigital.builder.game.animation.fireworks