## AnimationHarvest

- coins: Array < com. isartdigital. utils.game. StateGraphic >
- container : pixi.core.display.Container
- animationName : String
- totalAnimationDuration : FloatcoinToGenerateCount : Int
- SPACE BETWEEN CURVE ANIMATION: Float
- MINIMUM COIN SCALE : Float
- new (animationHarvestBuilder: AnimationHarvestBuilder): Void
- onCoinArrivedAtDestination (coin: com.isartdigital.utils.game.StateGraphic): function
- createCoin (): com.isartdigital.utils.game.StateGraphic
- launchCoinAnimation (): Void
- launchCoinAnimationSalve (): Void
- + animate (): Void
- callbackWhenCoinIsArrivedAtDestination (): Void
- endPosition (): pixi.core.math.Point
- startPosition (): pixi.core.math.Point

## <typedef> AxesCallback

y () : Void x () : Void

## AnimationNames

- + ANIM\_SPICE : String + ANIM\_OFFERING : String
- + ANIM\_GOLD : String

## AnimationHarvestBuilder

- container : pixi.core.display.Container
- animationName : String
- totalAnimationDuration : Float
- coinToGenerateCount : Int
- ERROR\_MISSING\_PARAMETERS : String - DEFAULT ANIMATION DURATION : Float
- + new (): Void
- setEmptyFunctionIfCallbackWhenCoinIsArrivedAtDestinationIsNotSet (): Void
- setTotalAnimationDurationDefaultValueIfNotSet (): Void
- throwAnErrorIfRequiredParametersIsMissingAndShowUsage (): Void
- + build (): AnimationHarvest
- + withCallbackWhenCoinIsArrivedAtDestination (callback (): Void): AnimationHarvestBuilder
- + withAnimationDurationInSecond (duration: Float): AnimationHarvestBuilder
- + withContainer (container: pixi.core.display.Container): AnimationHarvestBuilder
- + withAnimationName (name : String) : AnimationHarvestBuilder
- + withAmountOfCoinToGenerate (count : Int) : AnimationHarvestBuilder
- + withEndAnimationPosition (position (): pixi.core.math.Point): AnimationHarvestBuilder
- + withStartAnimationPosition (position (): pixi.core.math.Point): AnimationHarvestBuilder
- callbackWhenCoinIsArrivedAtDestination (): Void
- endPosition (): pixi.core.math.Point
- startPosition (): pixi.core.math.Point
- + create (): AnimationHarvestBuilder