AnimationPaper

- radius : Float

- container : pixi.core.display.Container

- position : pixi.core.math.Point

- papers : Array < com. isartdigital. utils.game. StateGraphic >

- fallTimeCirclePapers : Float - FALL_TIME_LINE : Float - PAPER PER LINE : Float

- ANGLE BETWEEN PAPER : Float

+ new (animationPaperBuilder: AnimationPaperBuilder): Void

 $-getPositionInThe Circle \ (radius: Float, \ angle: Float): pixi.core.math.Point\\$

- createCircleOfPapers (): Void

- destroyPaper (paper : com.isartdigital.utils.game.StateGraphic) : Void

- getXEndPosition (paper : com.isartdigital.utils.game.StateGraphic) : Float

- startCircleAnimPaper (): Void- createLineOfPapers (): Void

- startLineAnimPaper (): Void

PaperPattern

+ LINE : String

+ CIRCLE : String

AnimationPaperBuilder

pattern : Stringspeed : Floatradius : Float

- container : pixi.core.display.Container

- position: pixi.core.math.Point

+ new (): Void

+ build (): AnimationPaper

+ withPattern (pattern : String) : AnimationPaperBuilder

+ withSpeedRatio (speed : Float) : AnimationPaperBuilder

+ withRadius (radius : Float) : AnimationPaperBuilder

+ with Container (container : pixi.core.display.Container) : Animation Paper Builder

+ withPosition (position: pixi.core.math.Point): AnimationPaperBuilder

+ create (): AnimationPaperBuilder

Package: com. is art digital. builder. game. an imation. paper