

Idee

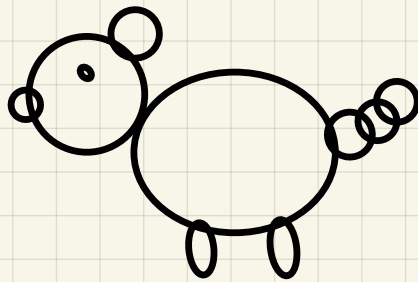
1. User kann zwischen:

Morgen & Abend wählen

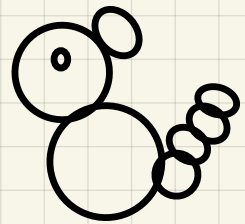
2. User kann zwischen

Eichhörnchen & Hund wählen

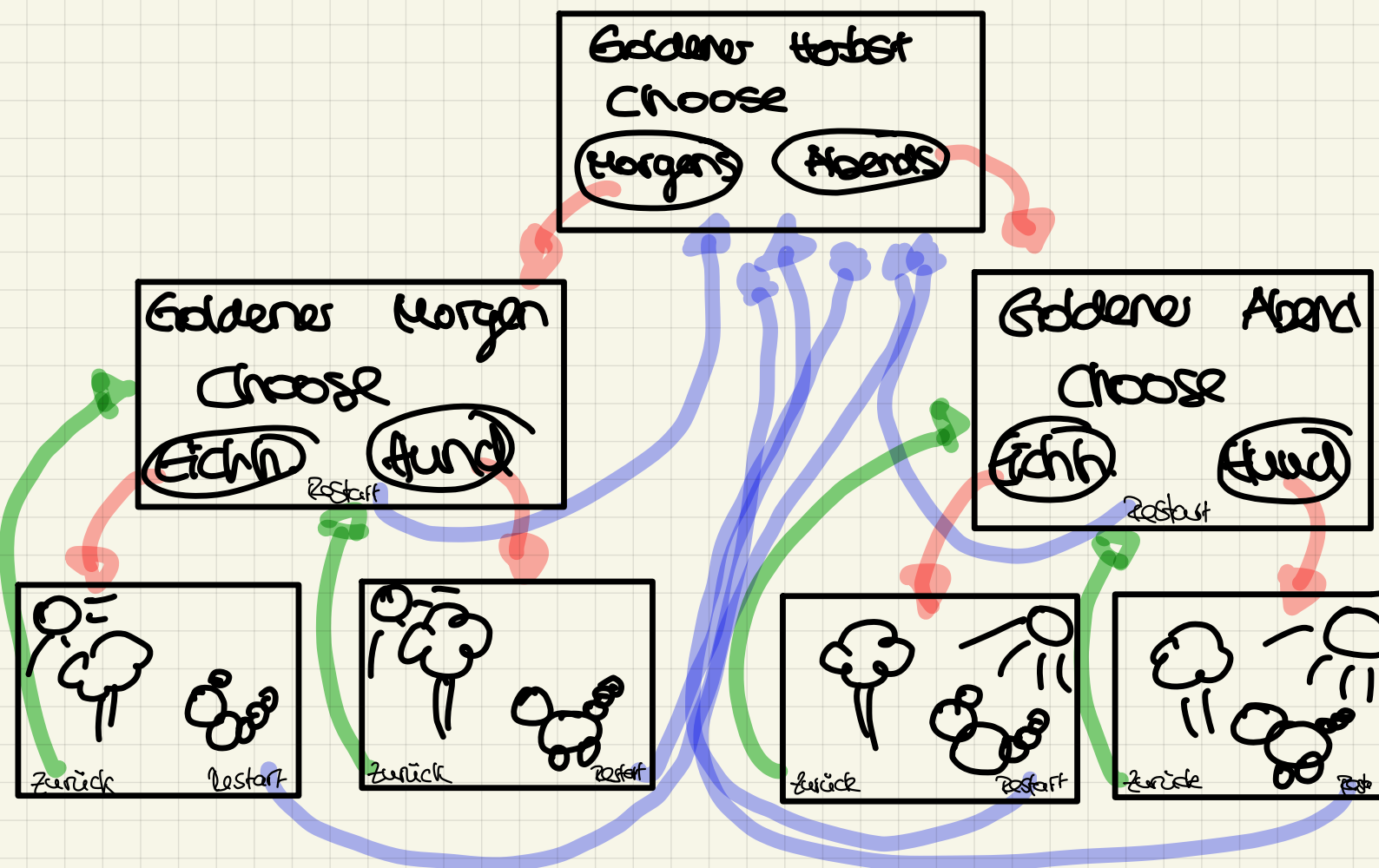
Hund:



Hörnchen:



blee - 11



Erklärung zu Klassendiagramm & Aktivitätsdiagramm

1. Squirrel steht für:
Squirrel & Hund

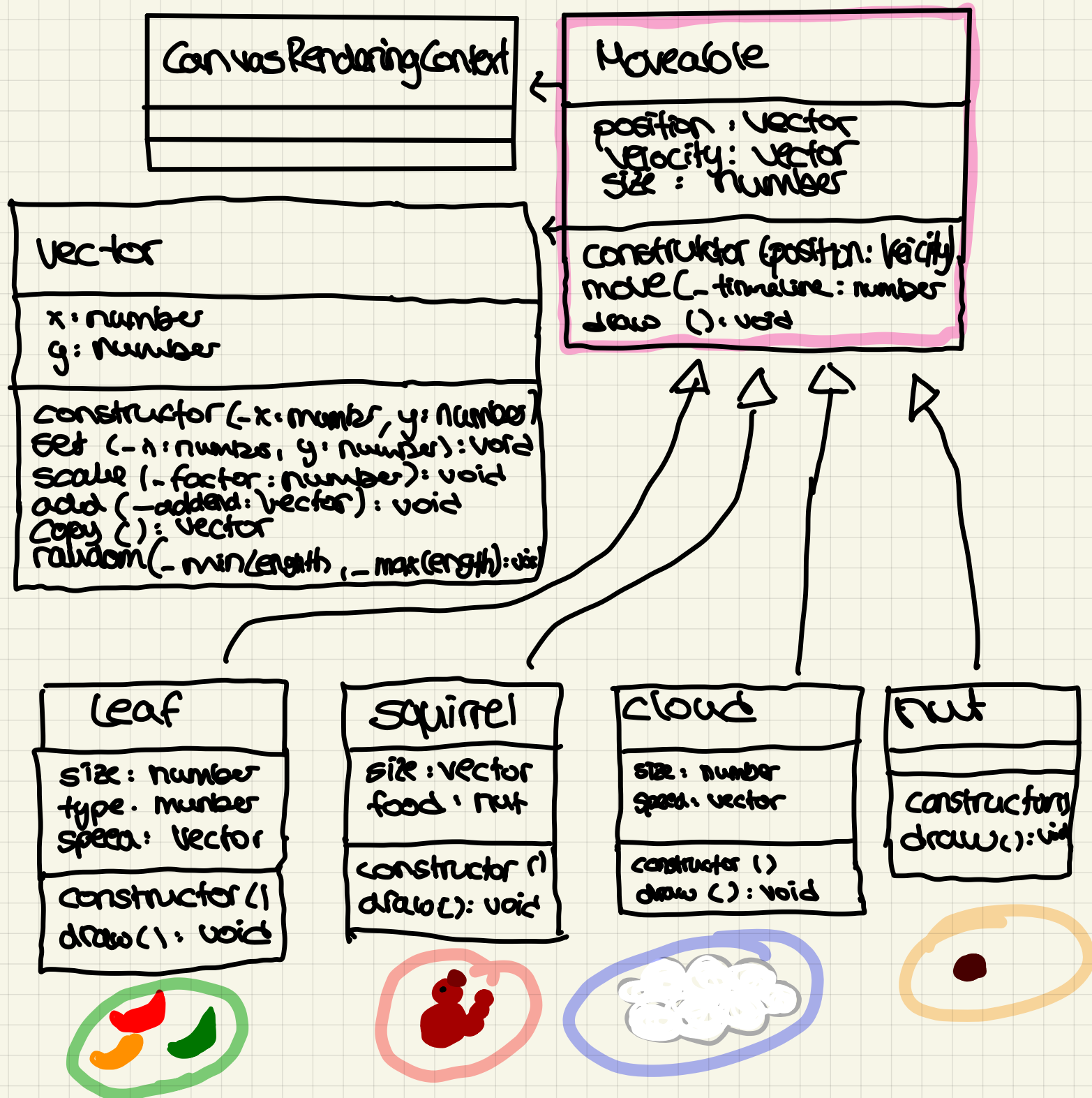
2. Nut steht für:
Nut & Ball

↳ durchgespielt für beide
fälle

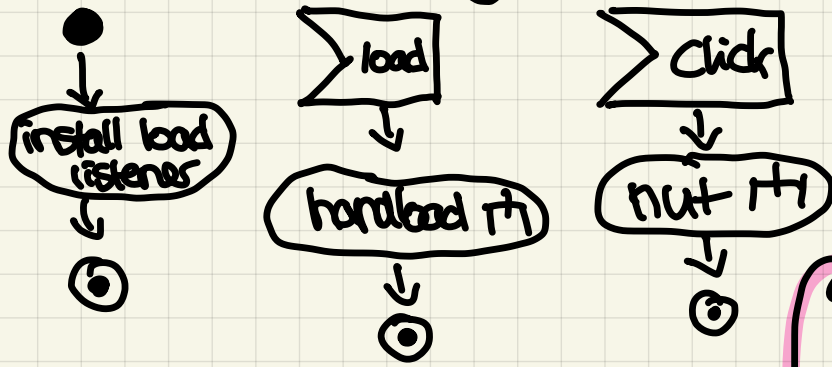
↳ Design von Hund angepasst
&
↳ Farbe von Ball angepasst

2.1.1 Goldenes Herbst

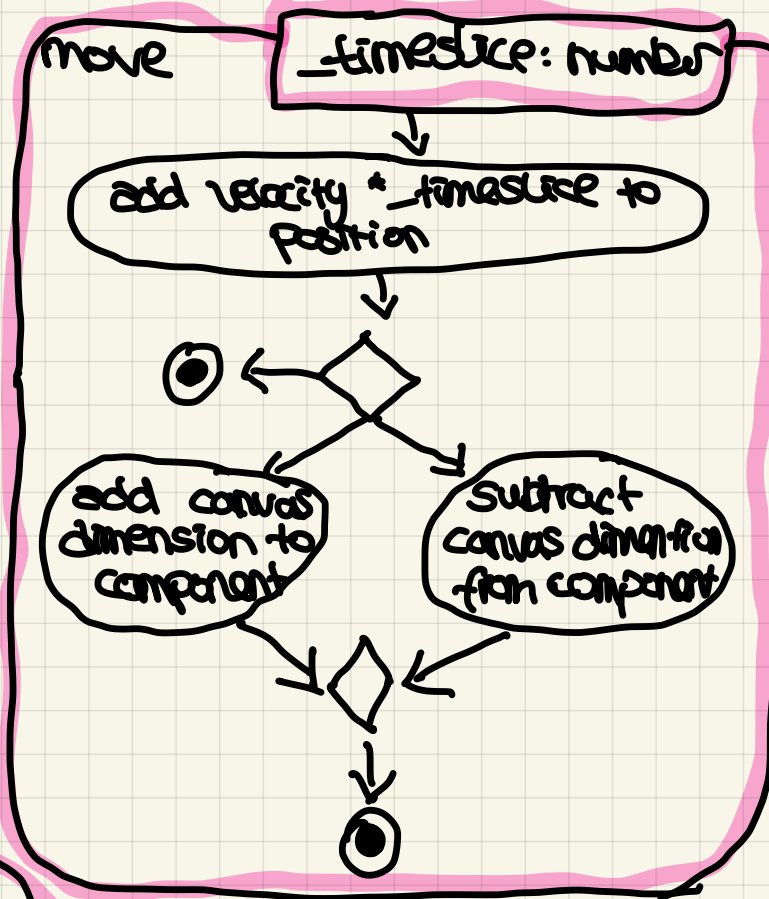
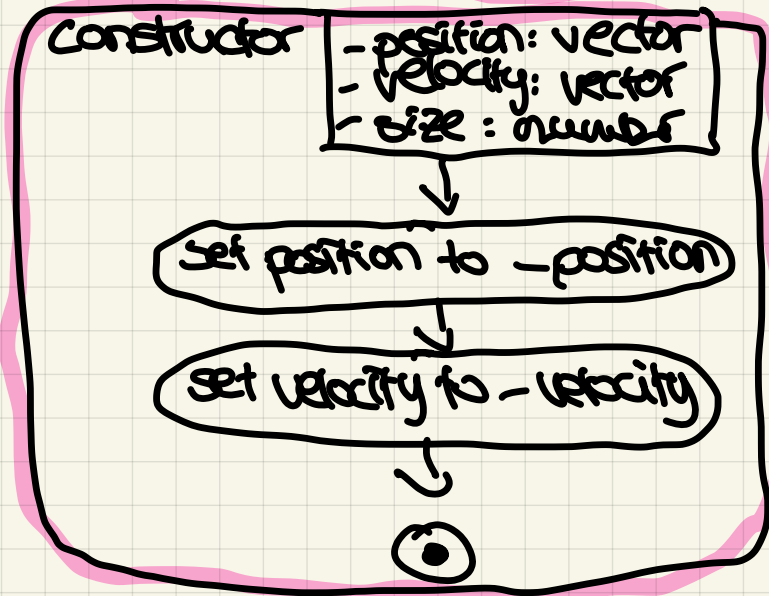
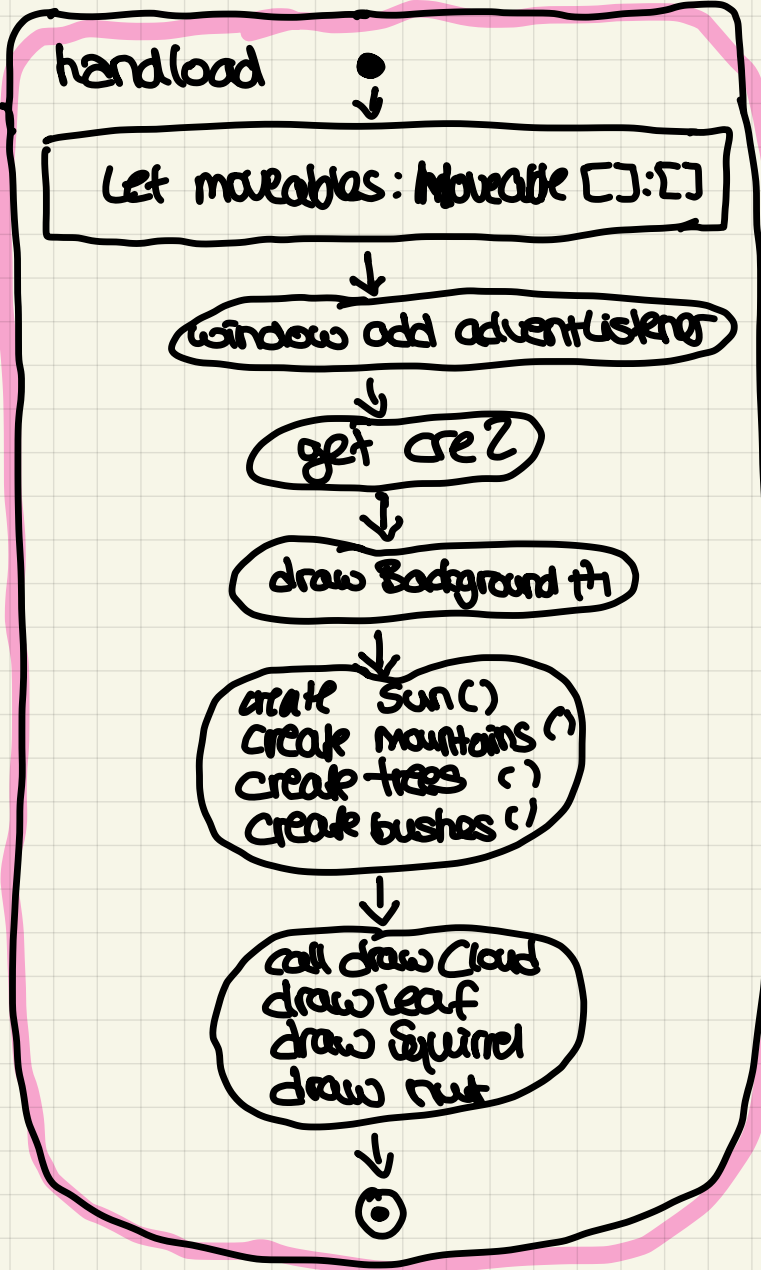
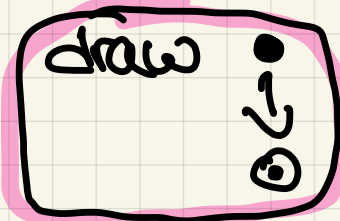
Klassendiagramm



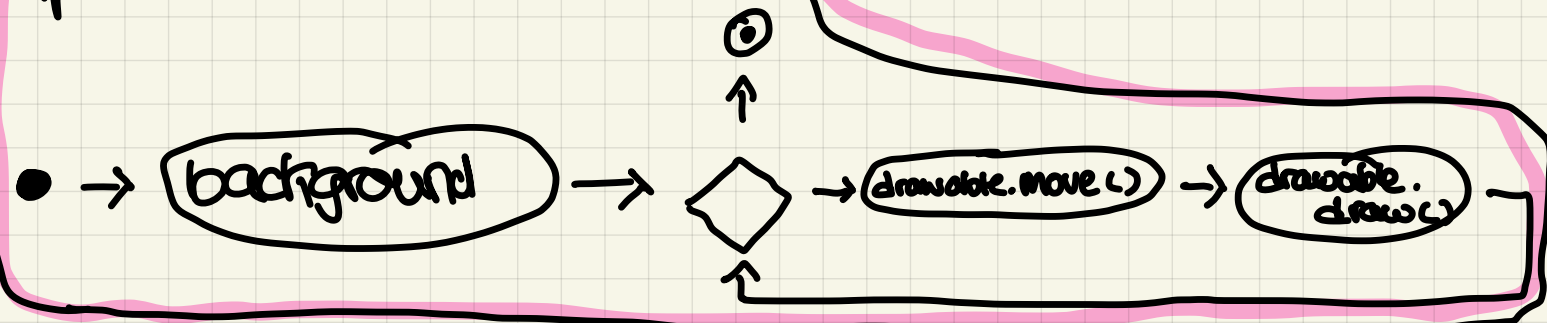
Activity Diagram



Movable



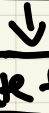
Update



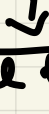
draw



save transform



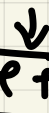
translate to position



Scale to size



draw path representing type



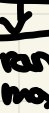
restore transform

Cloud

constructor



Super (-position, -velocity)



set velocity to random direction and random > min < max



draw



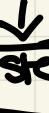
begin Path



radiusParticle: number / Particle: Path2D gradient: radial



particle.arc



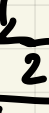
add color steps to gradient



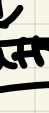
save transform



fill with gradient



arc key 2 + Math.PI



close Path



fill

→ restore →



constructor



Super (-position, -velocity)



set velocity to random direction & random length > min < max



Squirrel

draw

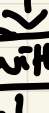
- size: vector



draw body



begin Path & FillStyle = brown



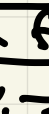
draw arcs with $2 * \text{Math.PI}$



close Path and fill



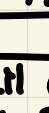
draw eye



begin Path & fillstyle



draw arcs with $2 * \text{Math.PI}$



close Path & fill



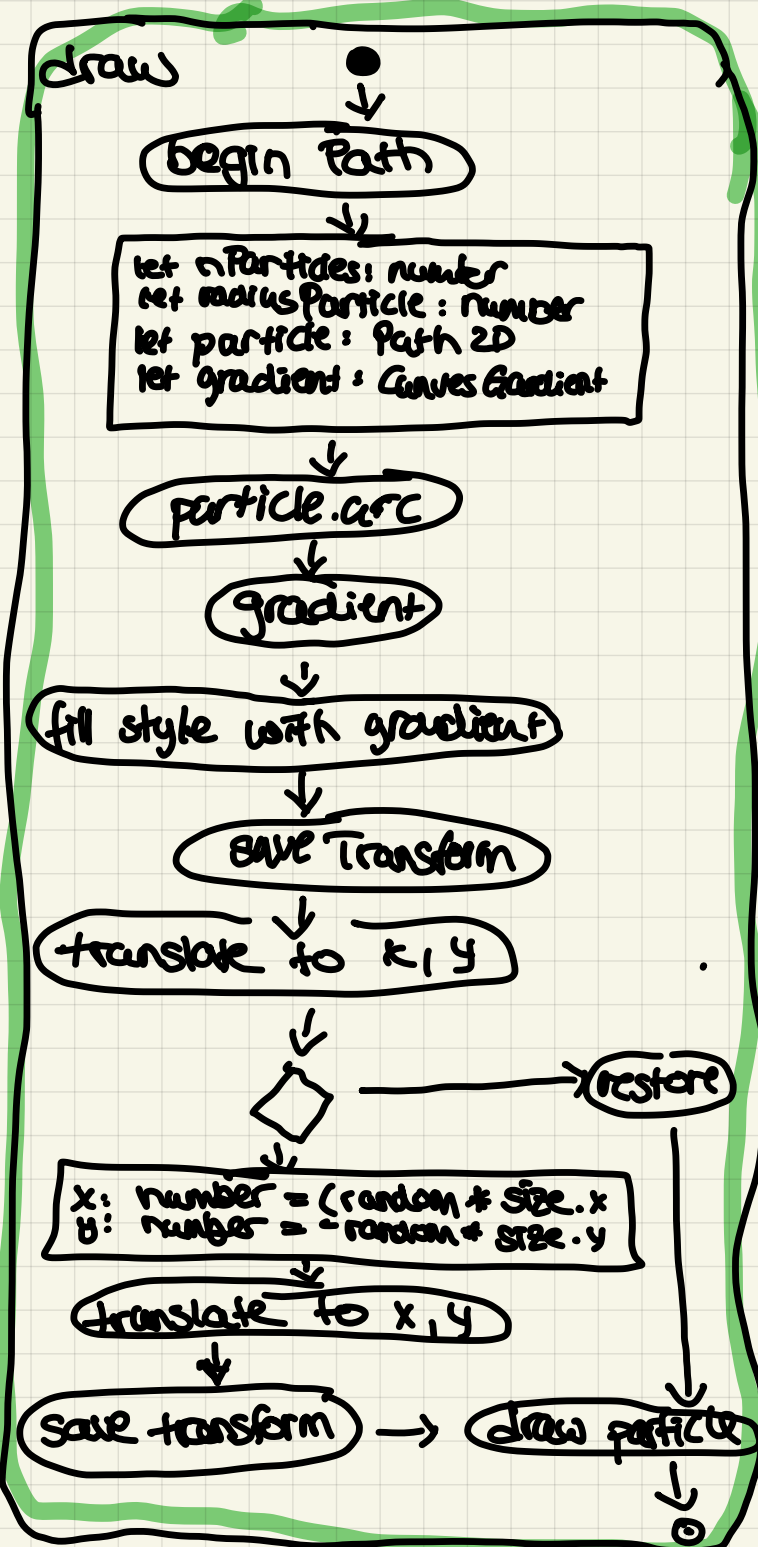
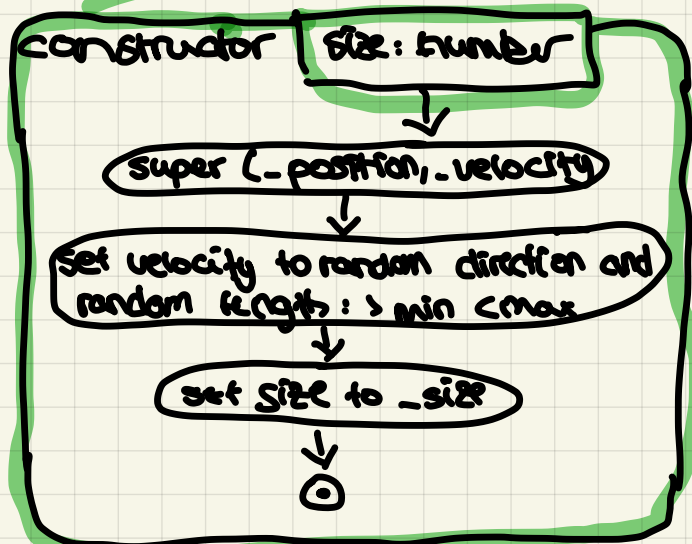
draw ear & tail with arc $2 * \text{Math.PI}$



close Path →



leafs



nut

