

CanvasRenderingContext2D

Animal

name : string
type : string
food : string
foodAmount : number
sound : string

Constructor(_name, _type, _food, _foodAmount, _sound)

eatFood(food, _foodAmount)
singSong(sound)

Constructor

name	_type
food	_foodAmount,
sound	

this.name = _name;
this.type = _type;
⋮
⓪

eatFood

food
_foodAmount

⓪

singSong

sound

⓪

oldMacdonaldsForm : ui-scribble

Canvas 1200x800

#btn (edit) >
#btn (select) >

> dice!

next day!

#storage
show what's
left

div-box

#horse

#dog

#cat

#cow

#sheep

#allAnimals

