

CanvasRenderingContext2D

Animal

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

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

eatFood(food, _foodAmount)
sing(song)

Constructor

name	_type
food	_foodAmount,
sound	

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

eatFood

food
_foodAmount

⊙

singSong

sound

⊙

oldMacdonaldsForm : ui-scribble

Canvas 1200x800

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

> dice!

next day!

#storage
show what's
left

div-box

#horse

#dog

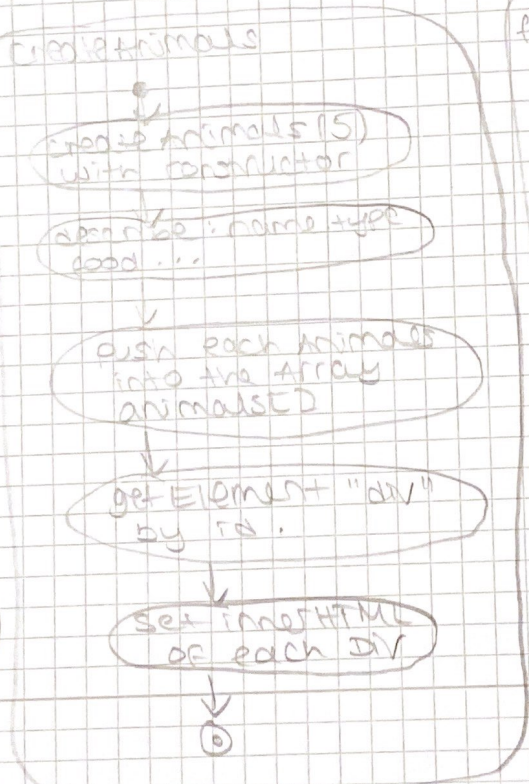
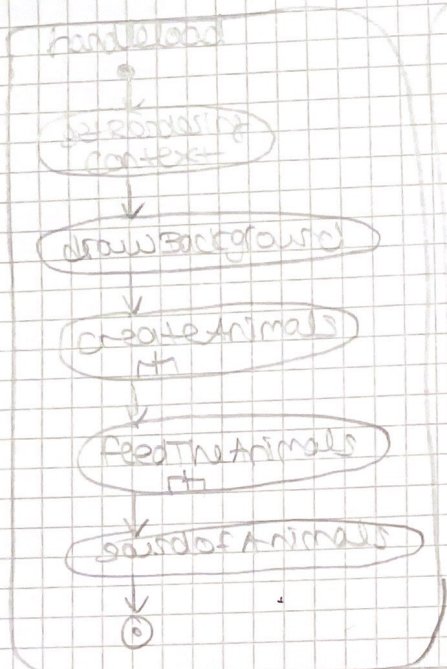
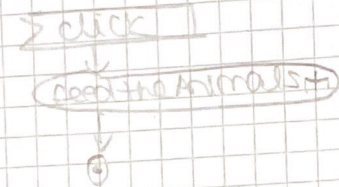
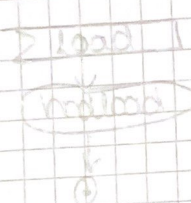
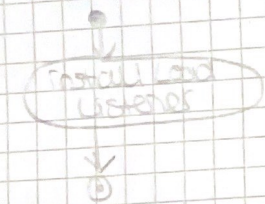
#cat

#cow

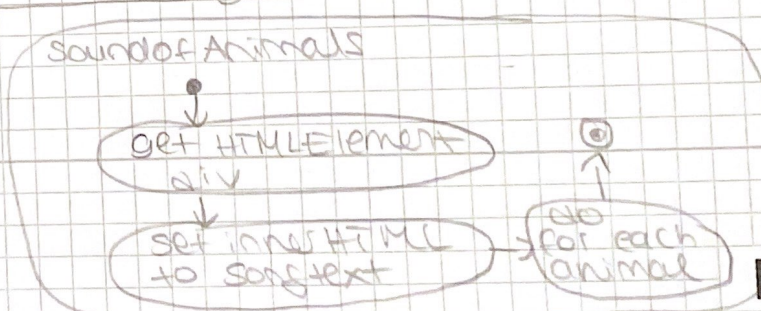
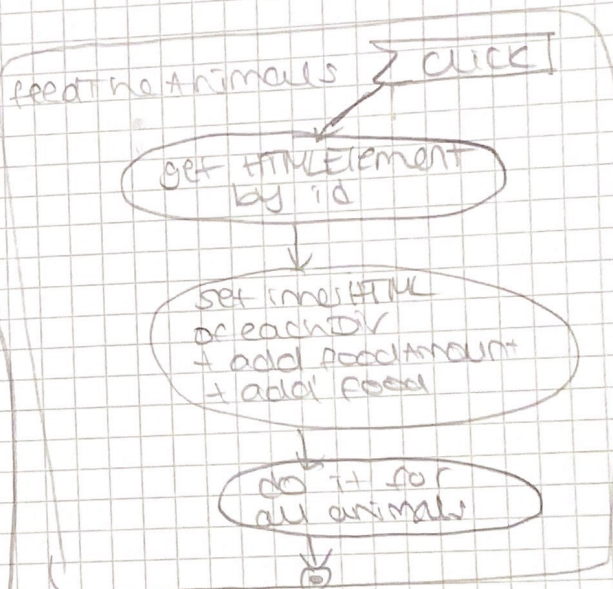
#sheep

#allAnimals

IG



storage:
meat: number
fish: number
grass: number
hay: number
apple: number



IG