Child 1

x: number
y: number
color: string

draw()
move()
update()

child 2

:
:
:
:

snow ~~sledge~~

x: number
y: number
:

draw()
randomX()
randomY()

---

update

(X set Timeout)

(clear Canvas)

◇ ──→ ⓑ

(i++)

snow
(let child: Child 1_Child1[i])

snow
(Child.move)

snow
(child.draw)