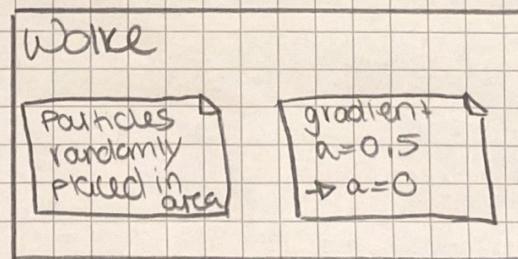
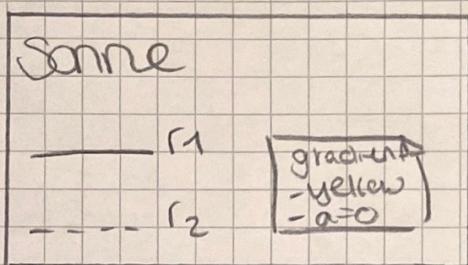
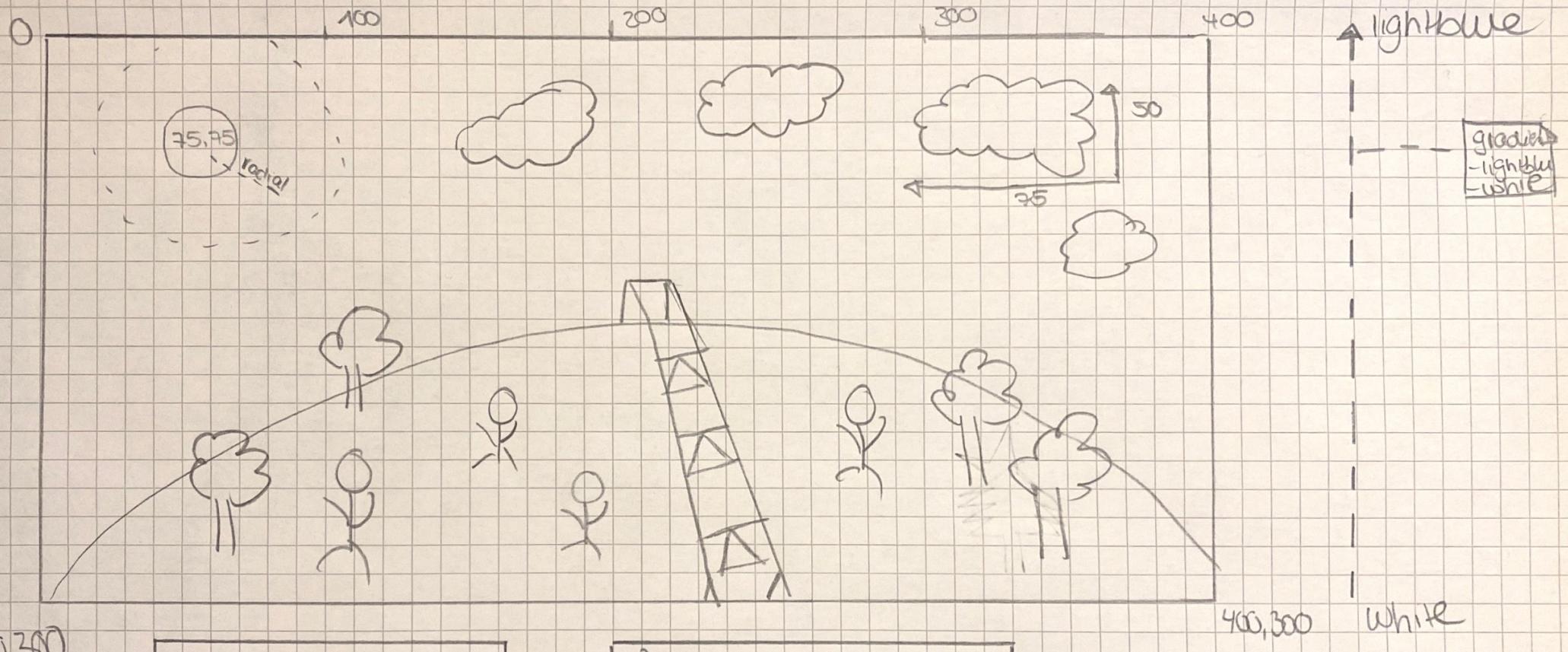
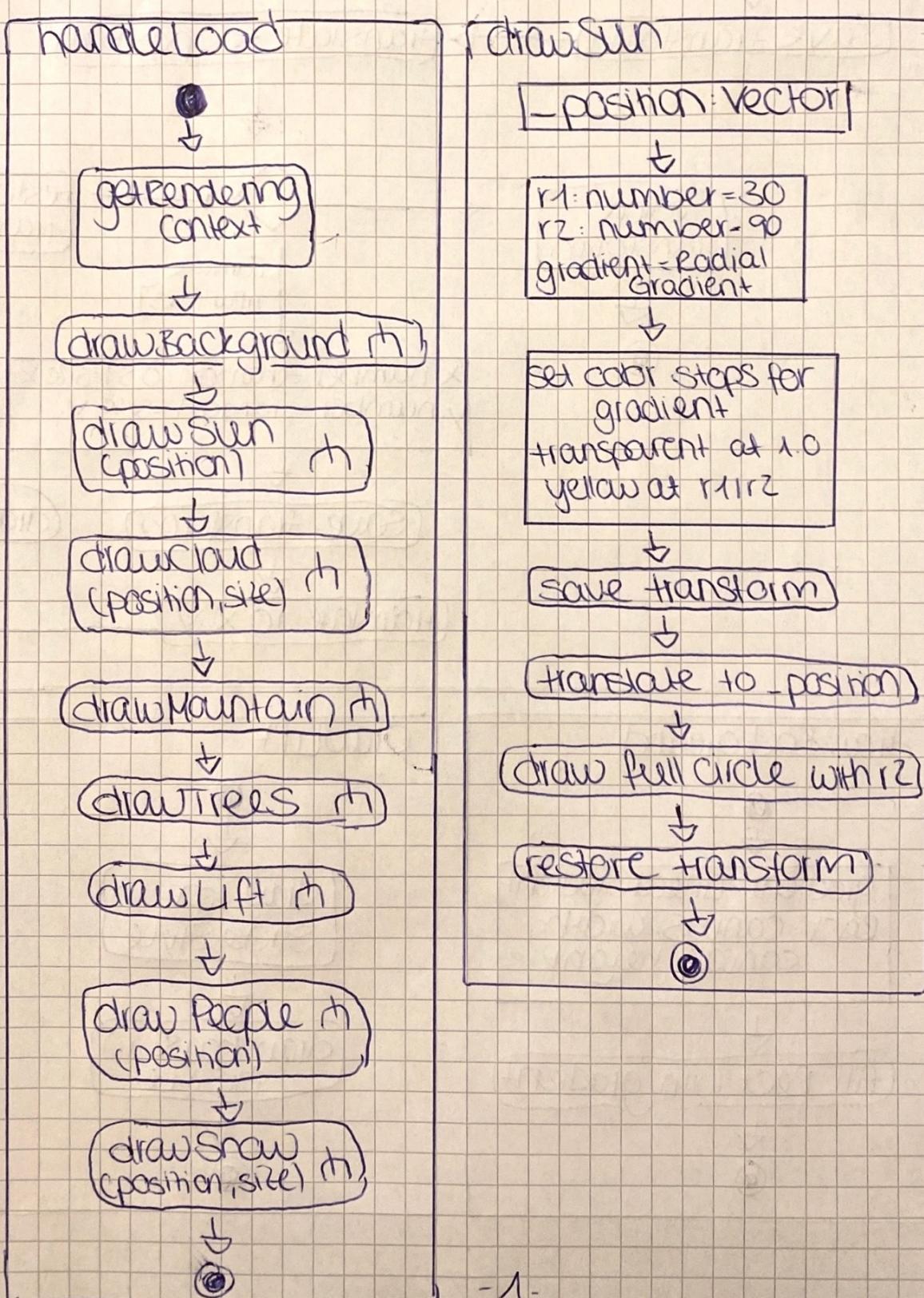
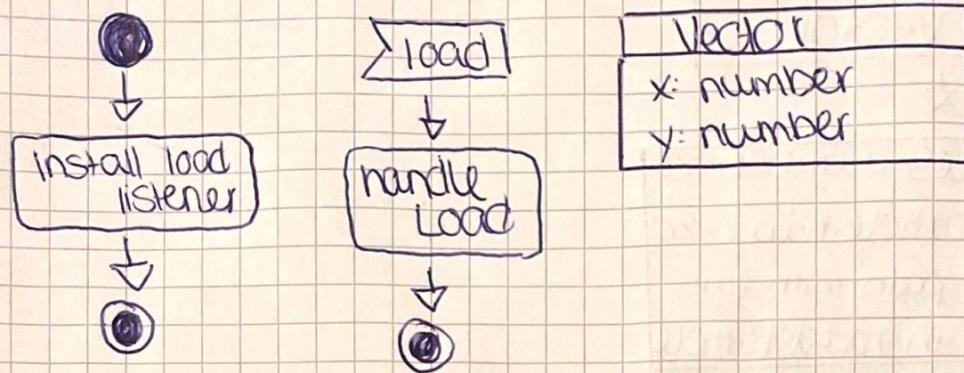


# Scribble



# Activity Diagram



## drawCloud

-position: Vector  
size: Vector



nParticles.number = 20  
radiusParticle.number = 20  
particle = path with full circle with radiusParticle

Save + transform

translate to -position

restore  
transform



Edraw<  
nParticles]

x.number = (random = 0, 5) \* size X  
y.number = random = size Y

Save transform

draw Particle

translate to x.y



## drawBackground



gradient = LinearGradient  
Rect = canvas.width,  
canvas.height

fill Rect with gradient



## drawLift

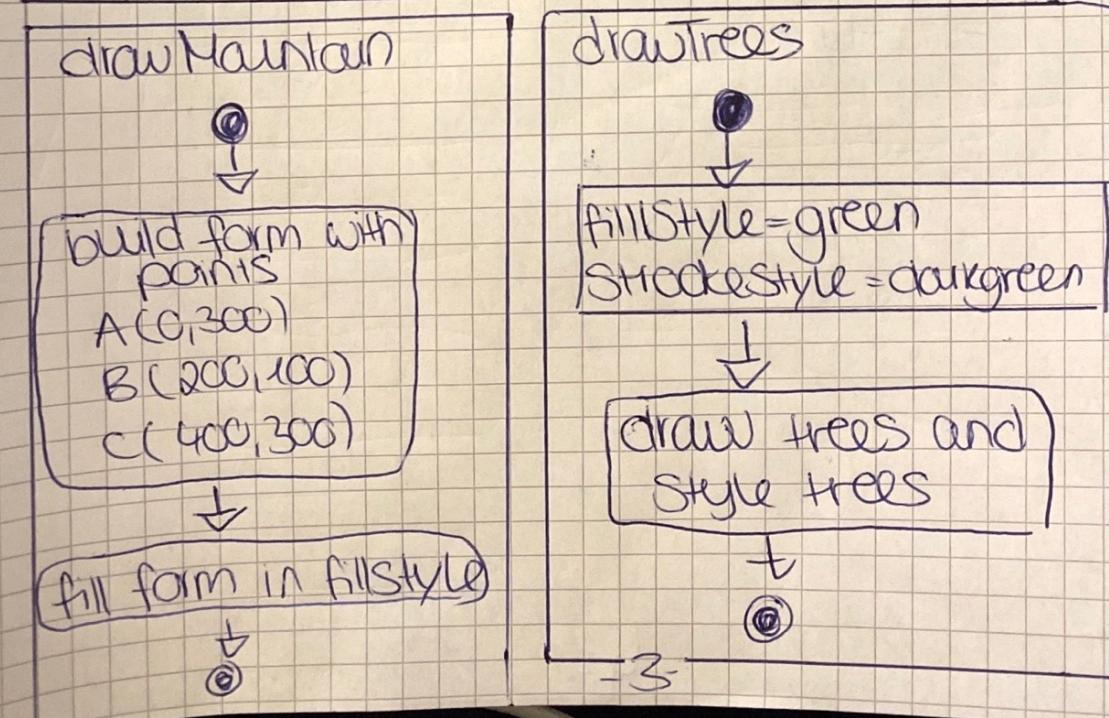
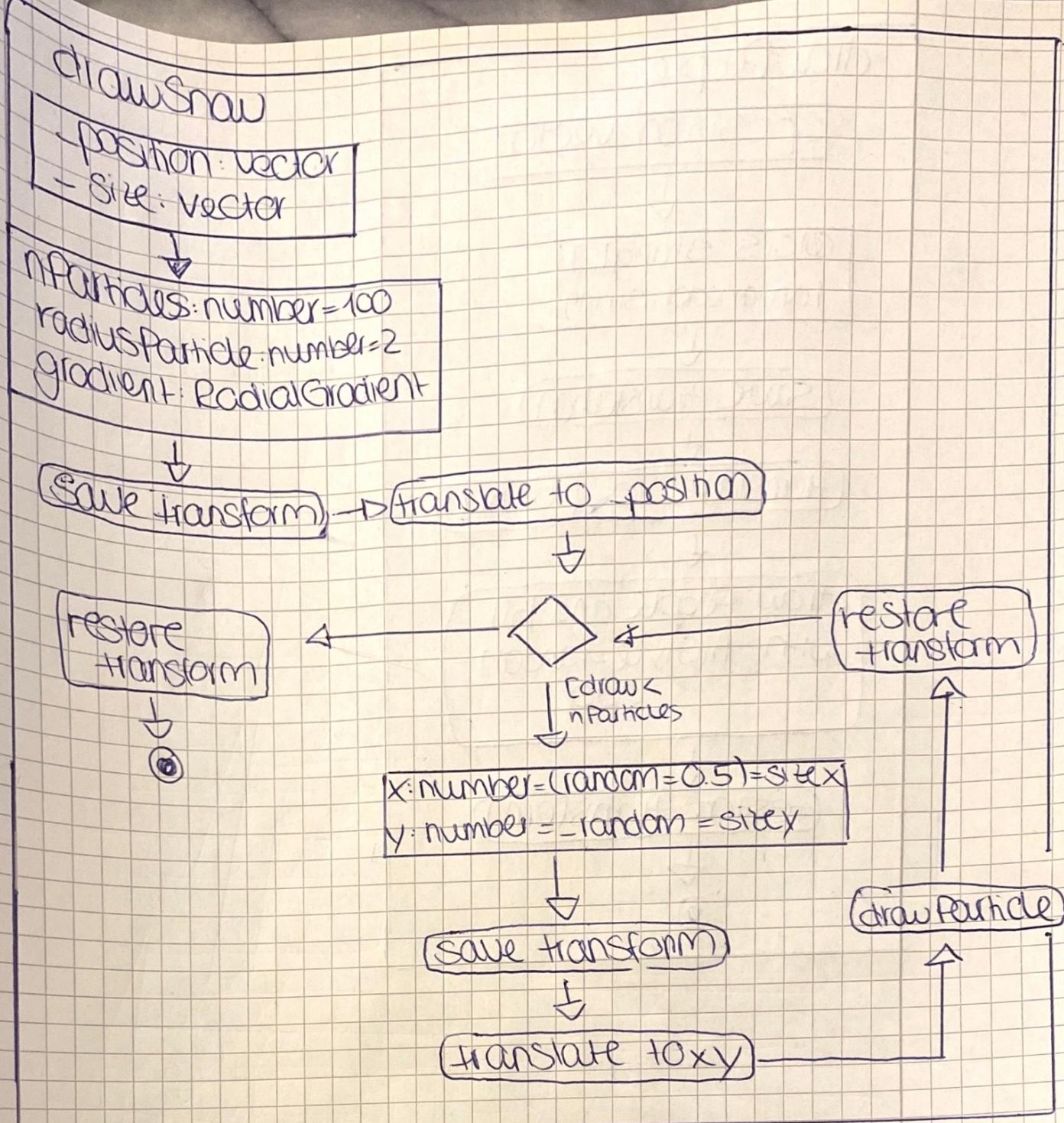


draw rope in  
strokeStyle



draw house in  
fillStyle





drawPeople

-position: vector



@IGRS: String[]

randomcolor: String



Save translation



Translate to -position



draw people and fill

with fillStyle=random -  
color



Restore transform

