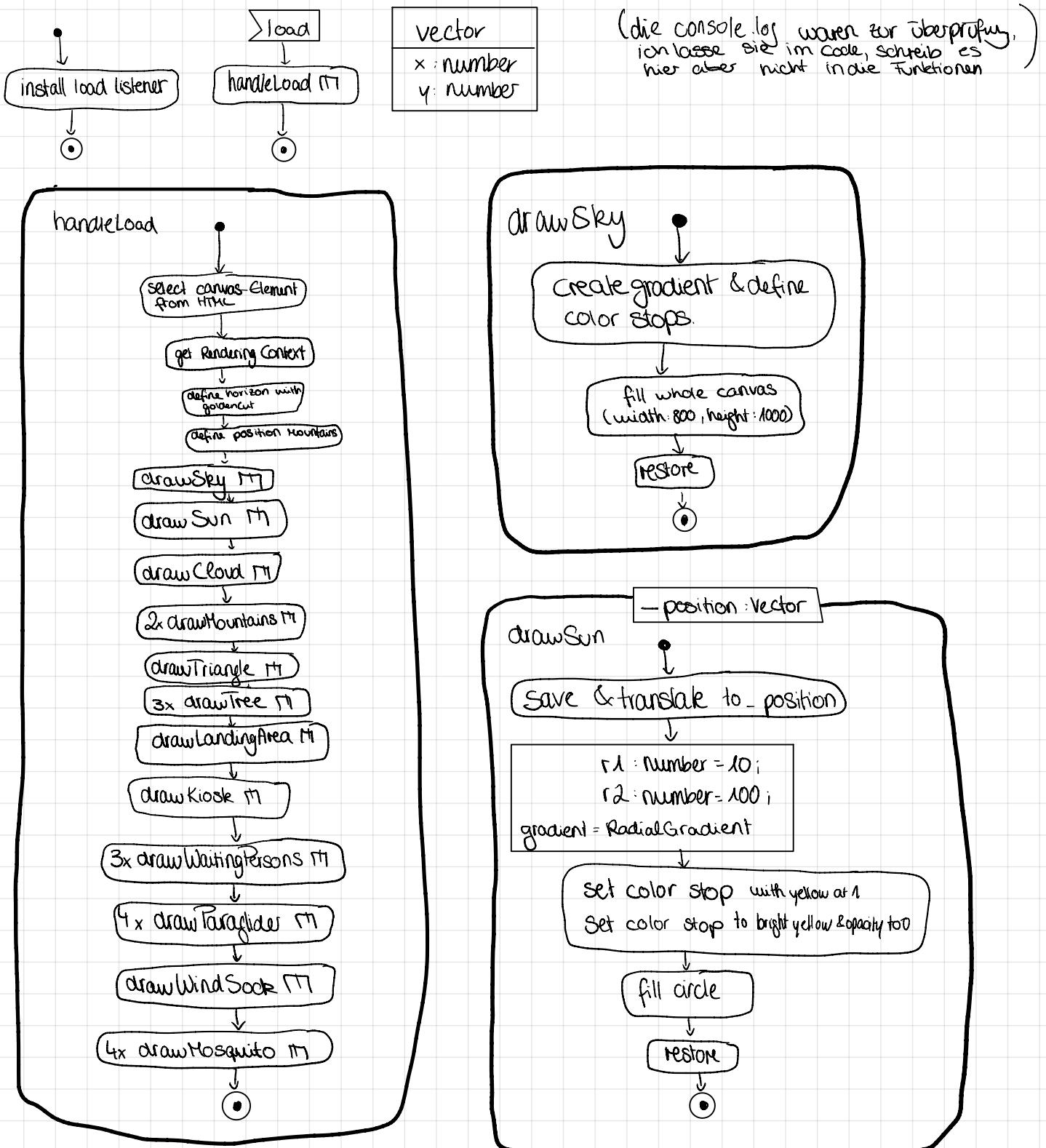


Activity Diagram



drawCloud

- position : vector
- size : vector

nParticles : number = 20;
radiusParticle : number = 50;
particle = path with full circle
with radiusParticle
gradient : Radial Gradient with
 $a=0.5 \rightarrow a=0$

Save & translate to -position

restore transform
[drawn < nParticles]
x : number = (random - 0.5) * size.x
y : number = -random * size.y
Save & translate to x,y
draw particle
restore

drawLandingArea

- position : vector
- radiusX : number
- radiusY : number

Save & translate to -position

scale -radiusX : number = 220
- radiusY : number = 60

fill circle (ellipse) green

beginPath

draw circle

close path

fill

restore

drawMountains

- position : vector
- min : number
- max : number
- colorLow : string
- colorHigh : string

stepMin : number = 10
stepMax : number = 50
x : number = 0

Save & translate to -position

move to 0,0
line to 0, -max

x += random between
stepMin & stepMax

y : number = -min - random * (max - min)

line to x, y

[x < canvas.width]

line to x, 0

close Path

create gradient with given color

drawWith

restore

drawTriangle

- position : vector

Save & translate to -position

beginPath

move to 0,0

line to 400,0

line to 0, -200

close path

color = gray

fill

restore

