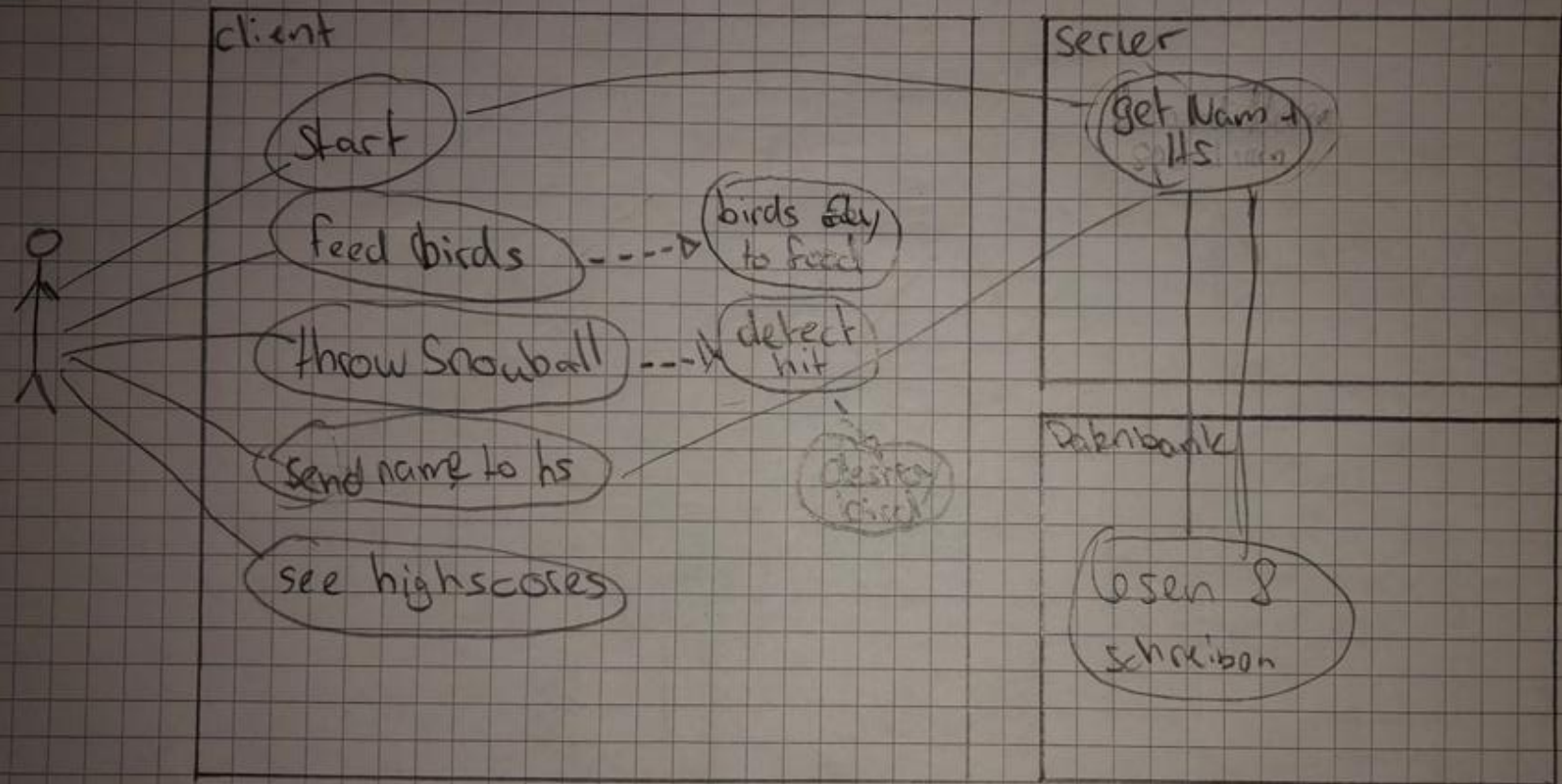
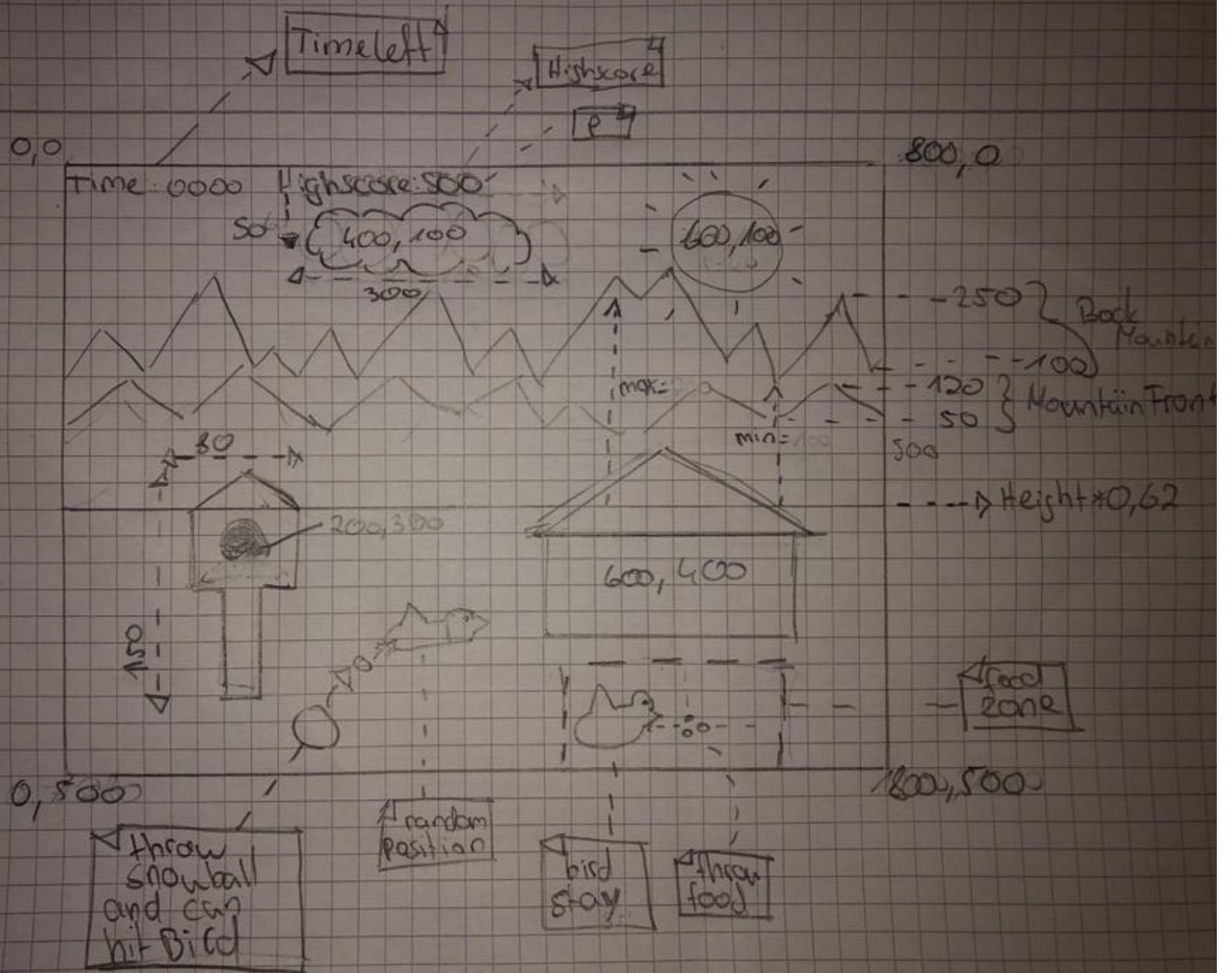


Use-Case-Diagram:





CRC2

Moveable

+ position: Vector
- velocity: Vector
+ posX: number
+ posY: number
+ constructor()
+ move(): void
+ getClick (pos: number, posY: number): void

Vector

+ x: number
+ y: number
+ constructor (x: number, y: number)
+ set (x: number, y: number): void
+ scale (factor: number): void
+ add (addend: Vector): void
+ Random (min: number, max: number): void

Bird

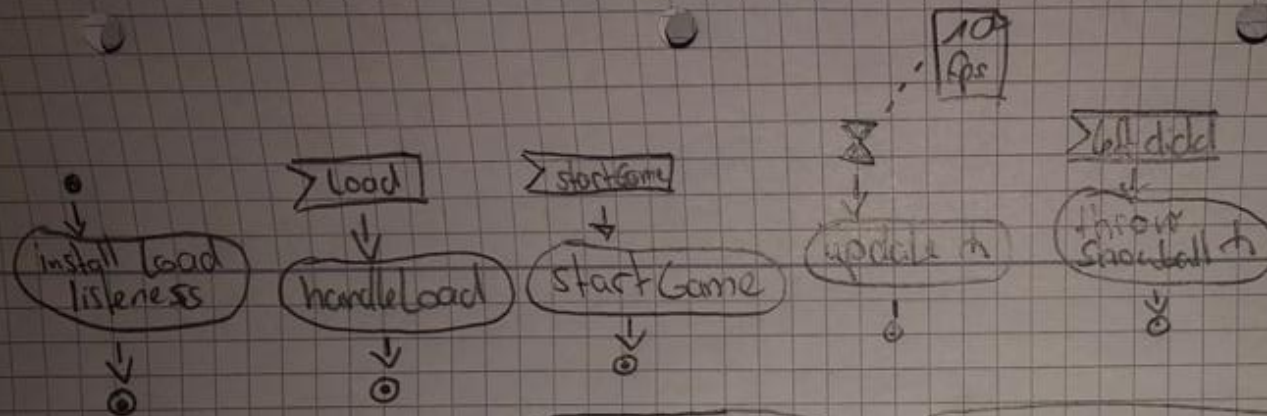
constructor()
+ draw(): void
+ isHit(): boolean
+ isFoodNear(): boolean
+ moveToFood(): void

Food

- radius: number
+ constructor()
+ draw(): void

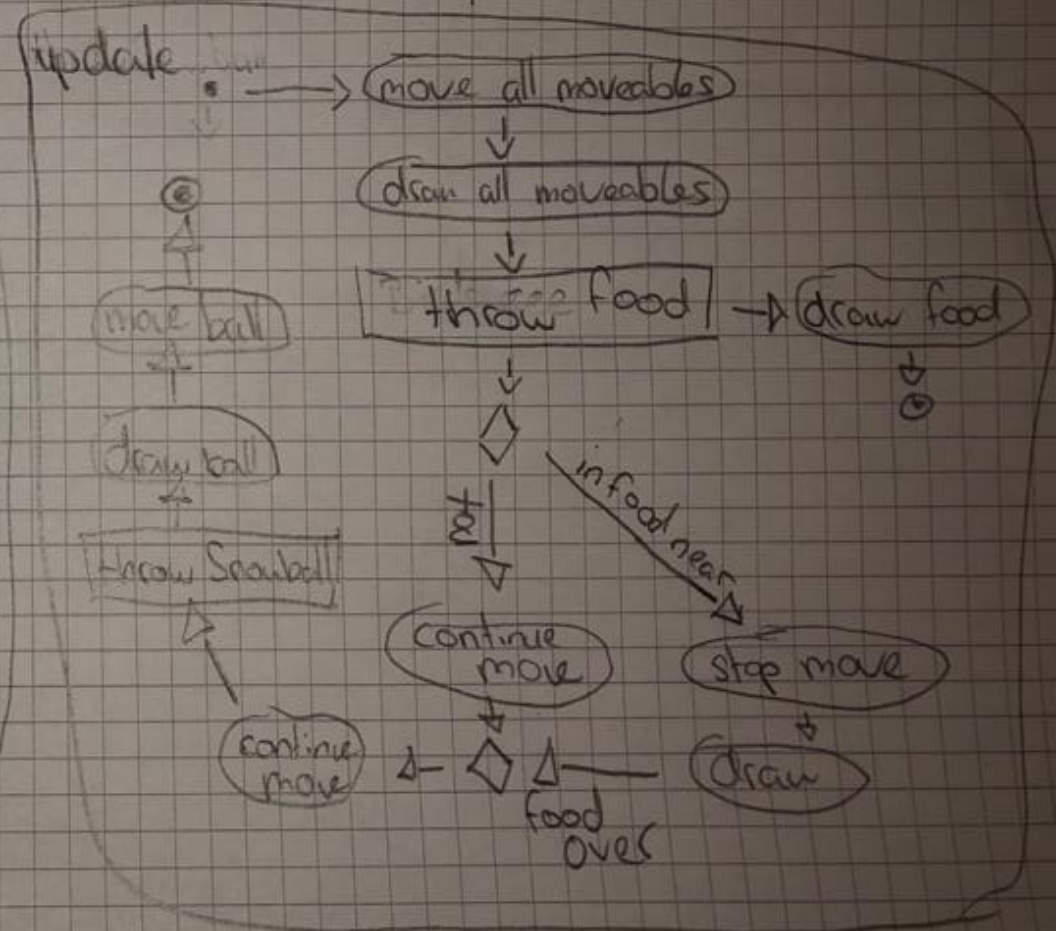
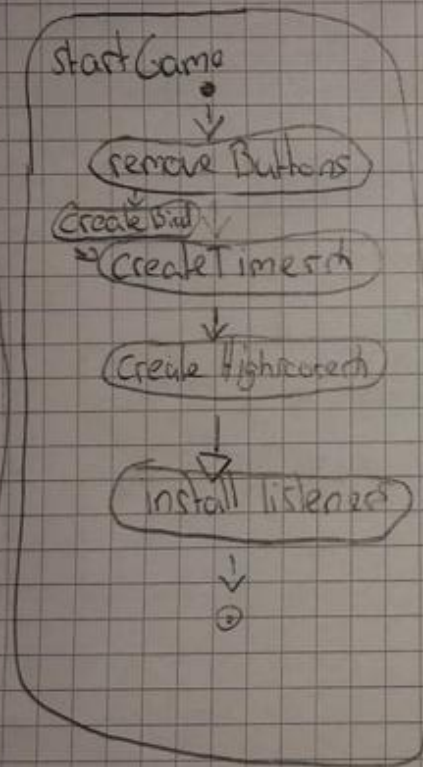
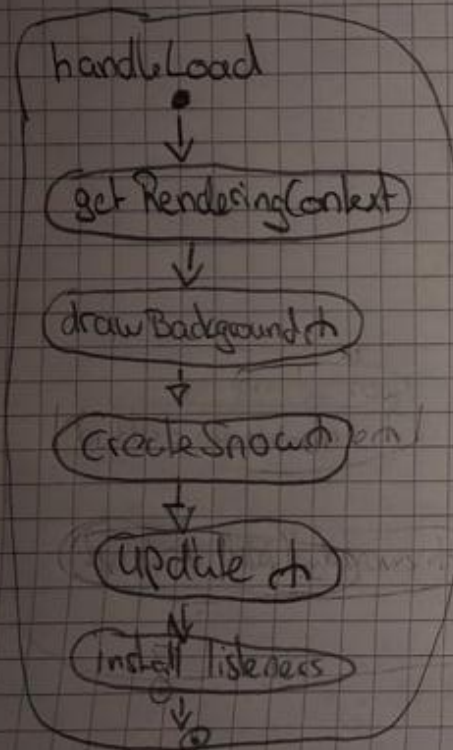
Snow

- gradient: CanvasGradient
- radius: number
+ constructor()
+ draw(): void
+ snowball(): void



Global

ctx: RenderingContext
 canvas: canvasElement
 moveables: Moveables []
 highscore: number
 time: number
 hungryBirds: Bird []



> left click

> right click

throw
Snowball

getRightClick

