Super Class

constructor ()

draw ()

move ()

check Position ()

⇑

Enemy Class

Constructor

Draw

Move
setStartPosition
set Random Spawn Point
set Random Color

Enemy 1

constructor
draw
setStart Position
set Random Spawn Point
setRandom Color

Other Enemy 2

constructor
draw
setStart Position
setRandom Spawn Point
setRandom Color

Background

(function waves)
check canvas

(function background)
crc2. canvas

(Stay function)

Create Start Screen → Add Event Listener → Button-Click User → Start Canvas

AboutBox GameOver

load Background
load Enemies
load Boat
load Bullet

Button Click User

shoot bullet

Check Position

Press [SPACE] for 🚢

- Continuous gegnerische Boot = Math.random
- Spacebar Listener
- Collision = End
- Hit = Death = Boot geht unter
- Kugel fliegung = ... death