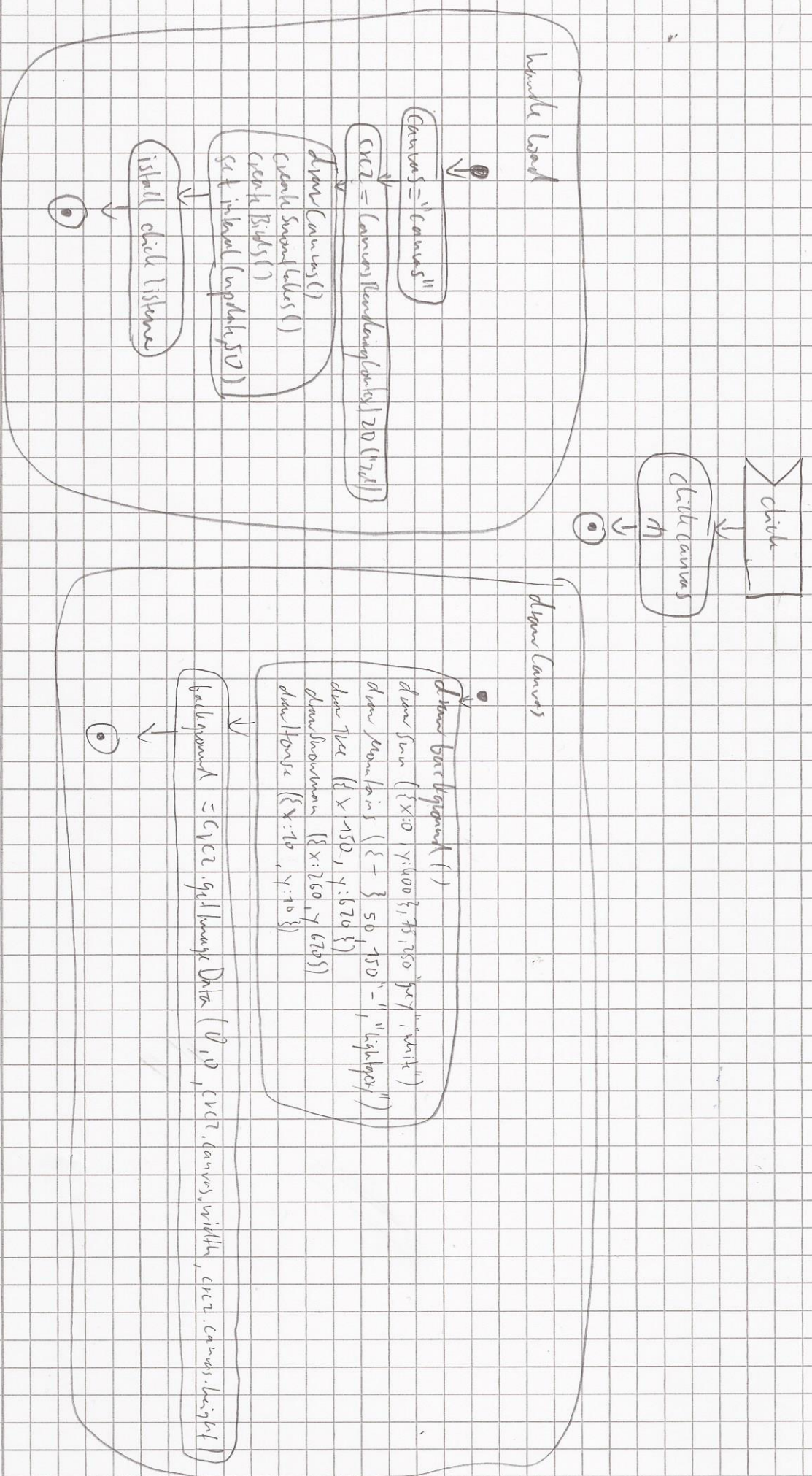
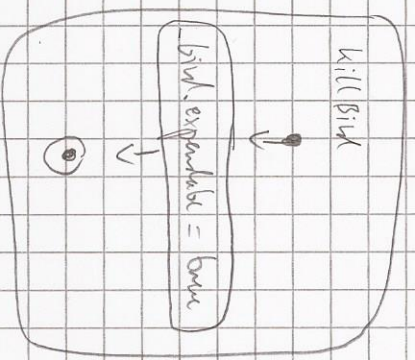
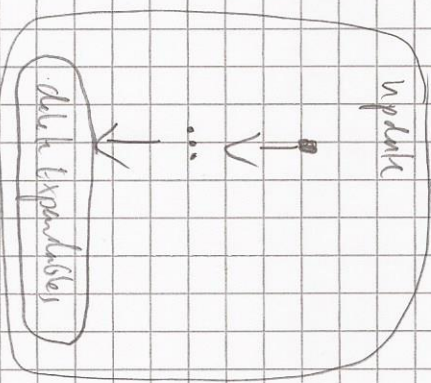


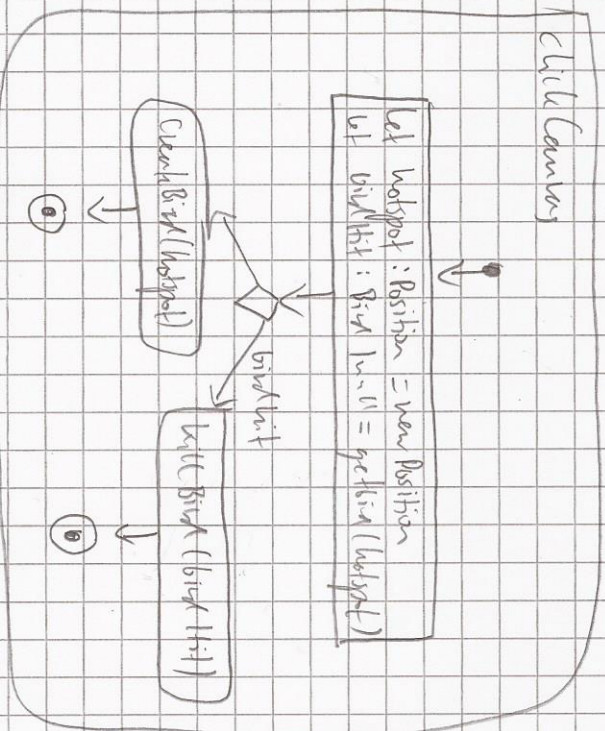
Update Aktivitätsdiagramm L14



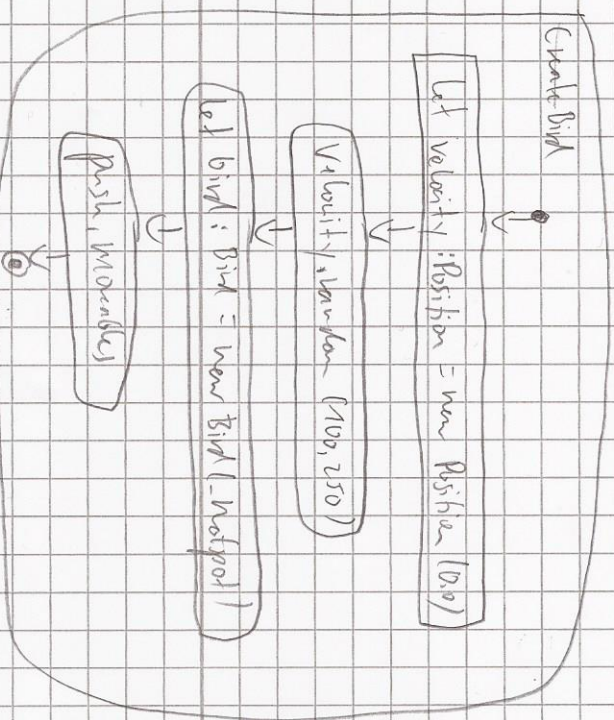
settle



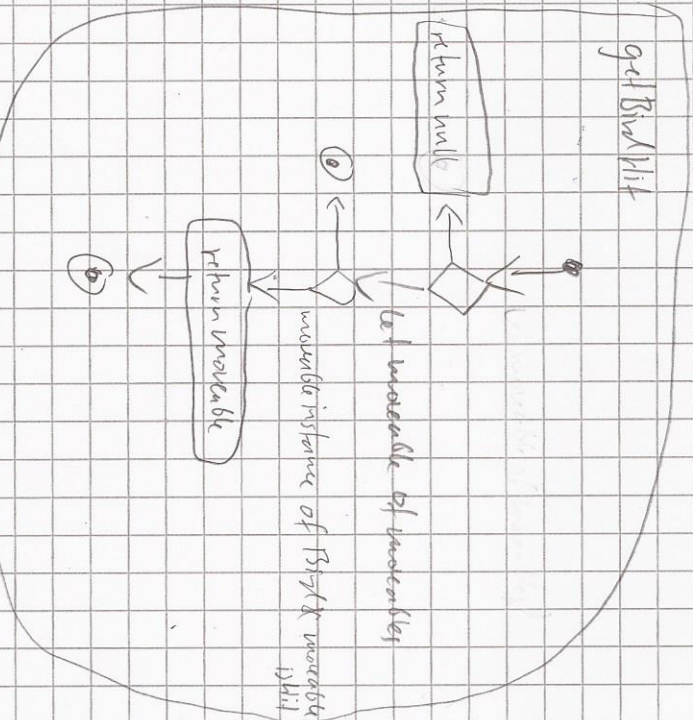
click canvas



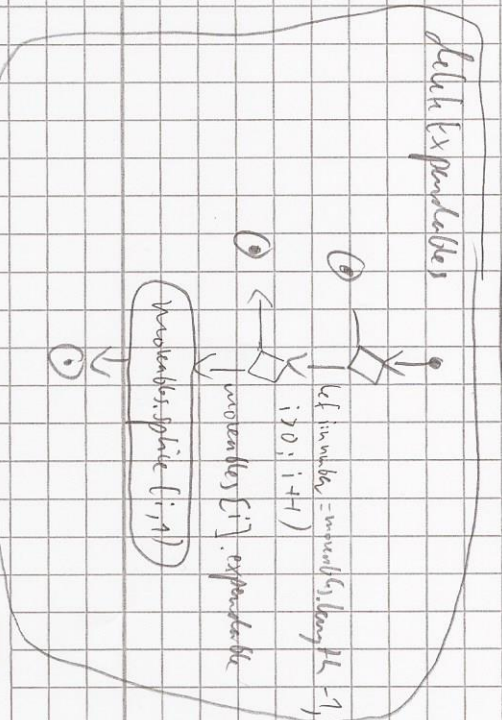
Create Bird

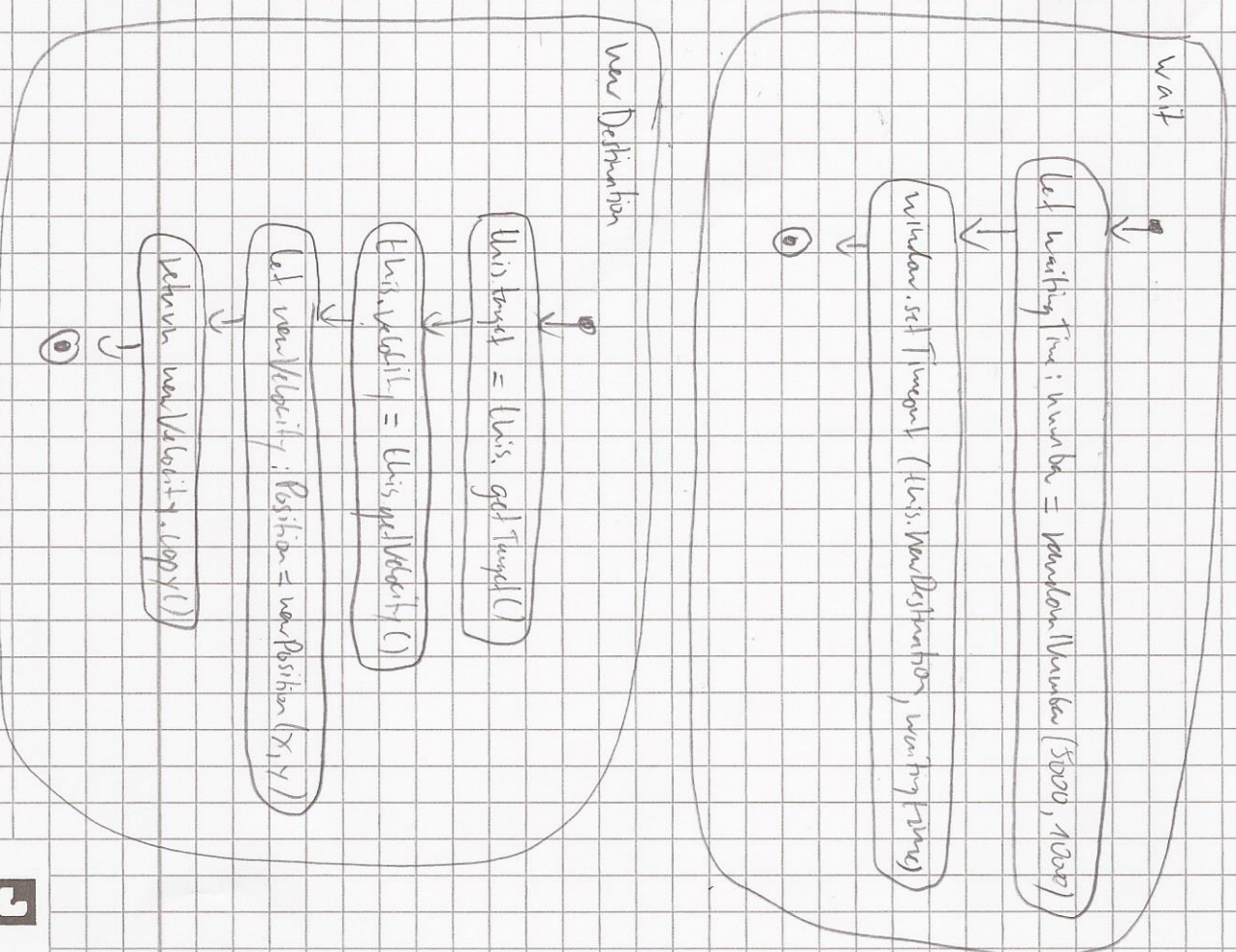
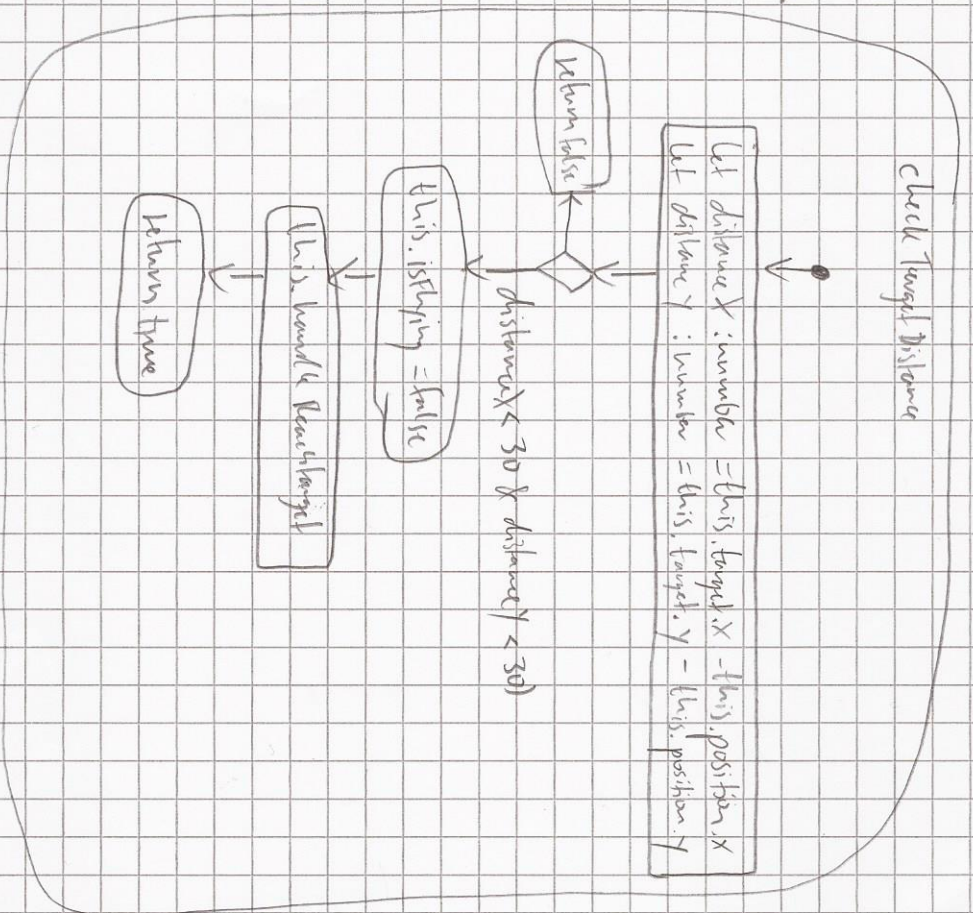


get BirdHit



delete expandables





Siehe

getVector, y

```
let x: number = this.target.x - this.position.x  
let y: number = this.target.y - this.position.y  
let newVector: Position = new Position(x, y)
```

return newVector.copy()

getTarget

```
let target: Vector = target[ Math.floor(Math.random() *  
target.length) ]  
let targetVector: Position = new Position(target.x, target.y)
```

return targetVector.copy()

isHit

```
let hitSize: number = 50  
let distance: Position = new Position(this.position.x - this.position.x, this.position.y - this.position.y)
```

return Math.abs(distance.x) < hitSize & Math.abs(distance.y) < hitSize

