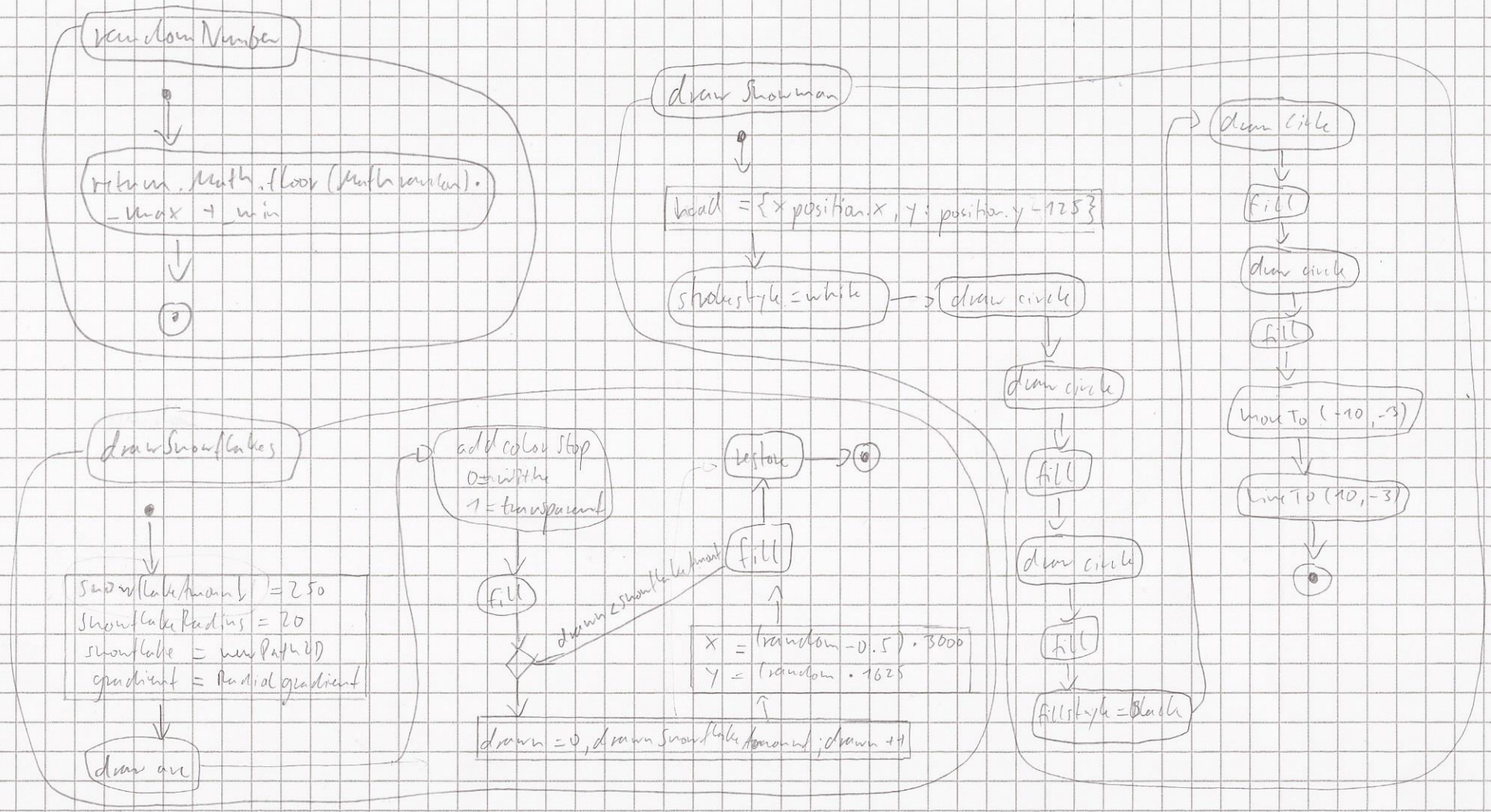
randomNumber
return Math.floor(Math.random() * _max + _min)
drawSnowman
local = {x: position.x, y: position.y - 125}
strokeStyle = white
drawCircle
drawCircle
fill
drawCircle
fill
fillStyle = black
drawCircle
fill
drawCircle
fill
moveTo(-10, -3)
lineTo(10, -3)
drawSnowflakes
snowflakeAmount = 250
snowflakeRadius = 20
snowflake = newPath2D
gradient = RadialGradient
drawArc
addColorStop
0 = white
1 = transparent
fill
drawn < snowflakeAmount
fill
restore
x = (random - 0.5) · 3000
y = (random · 1625
drawn = 0, drawnSnowflakeAmount; drawn ++