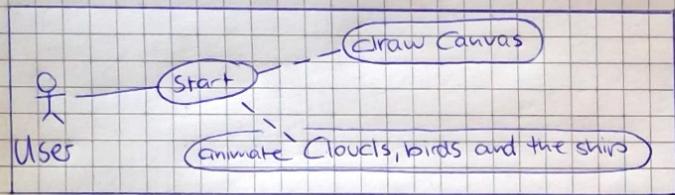
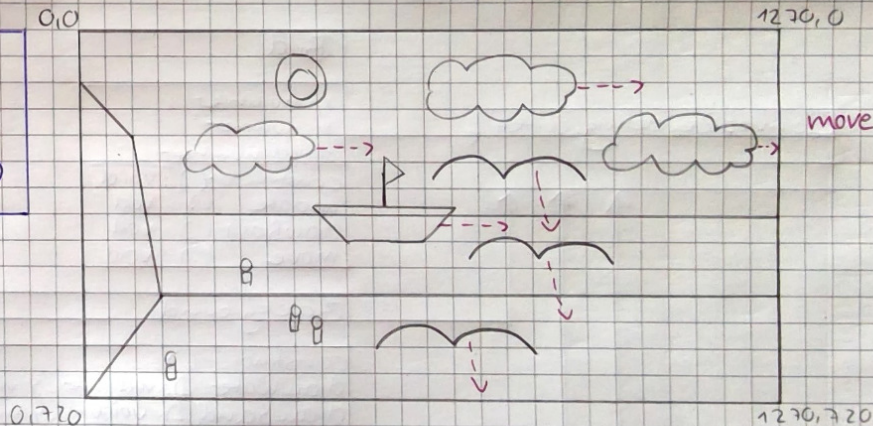


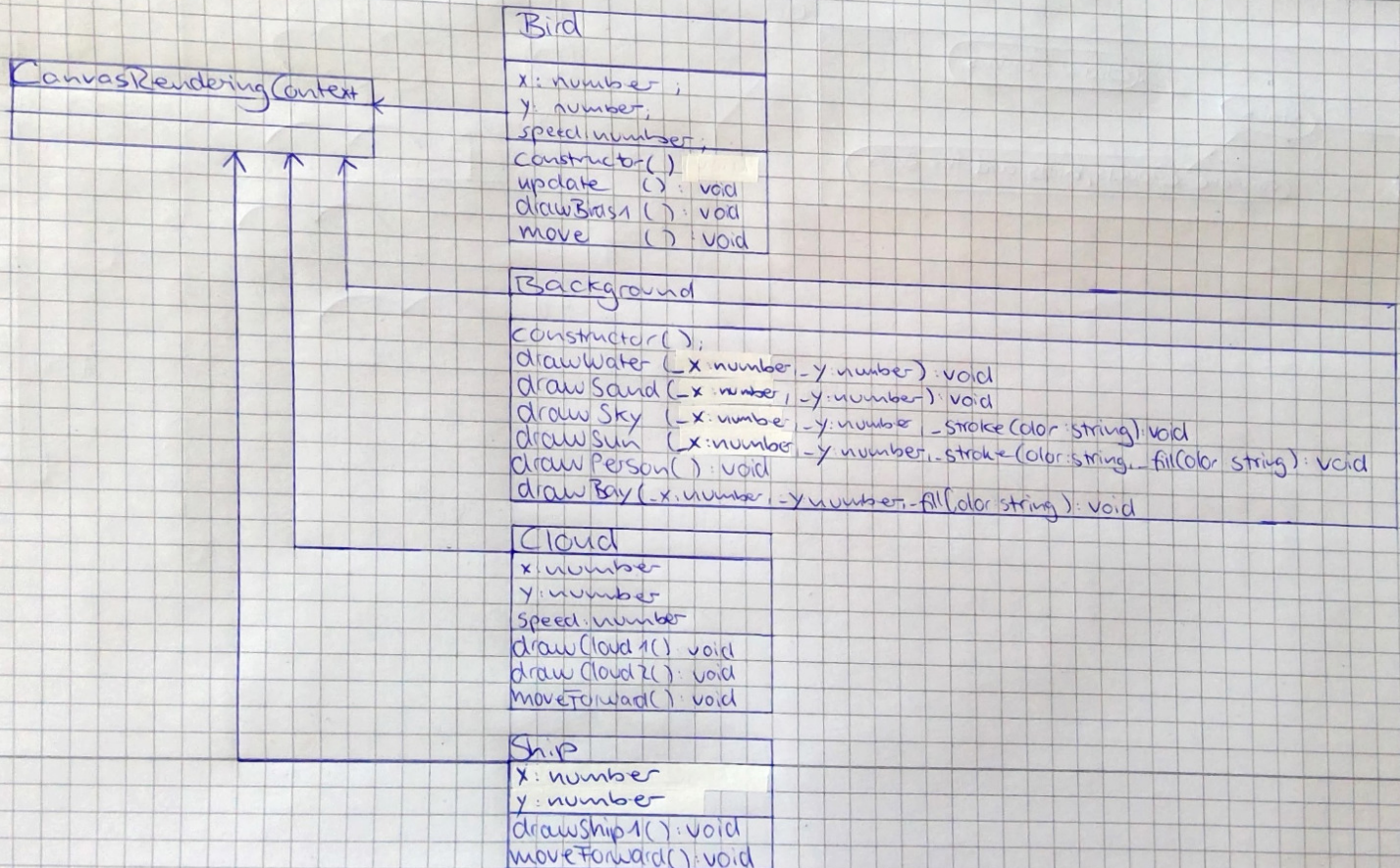
BeachClasses: Use-Case-Diagramm



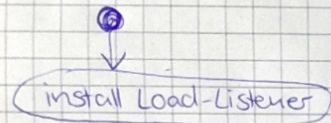
BeachClasses: UI-Skizze



Beach Classes: Class Diagram

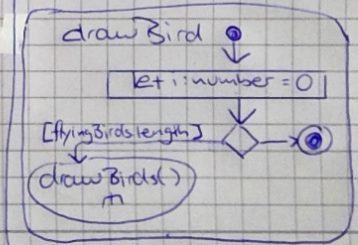
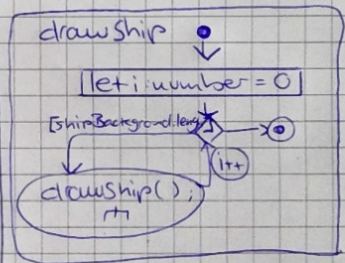
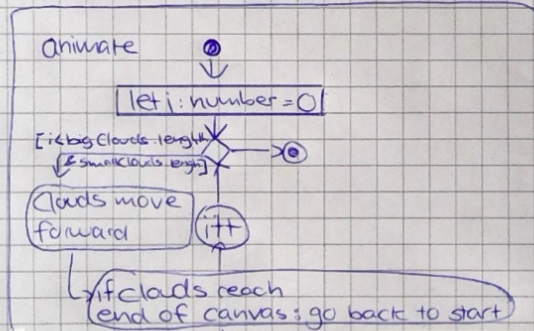
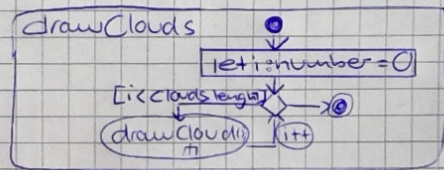
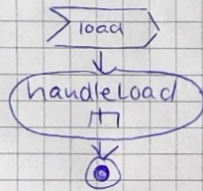
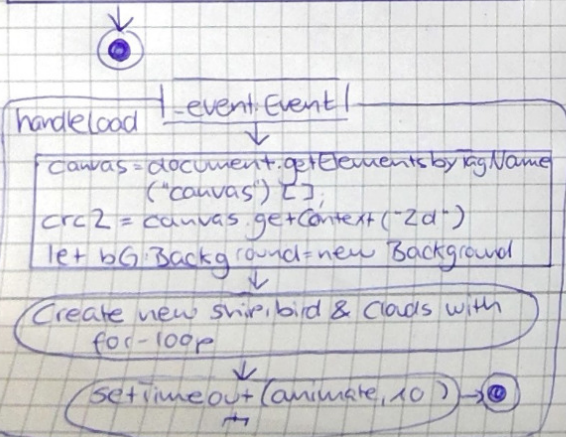


BeachClasses: Activity Diagram - Main

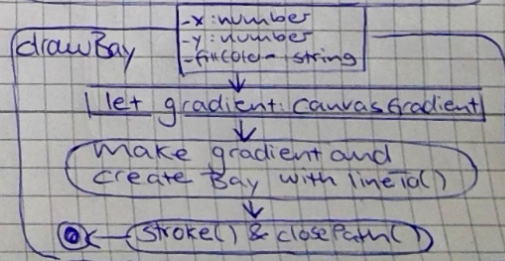
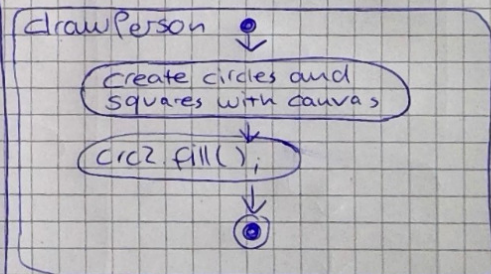
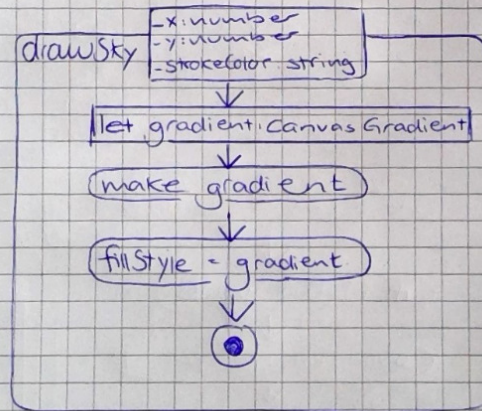
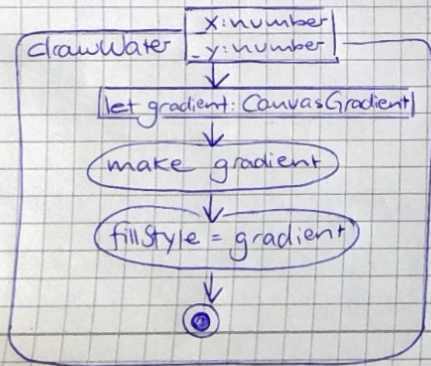
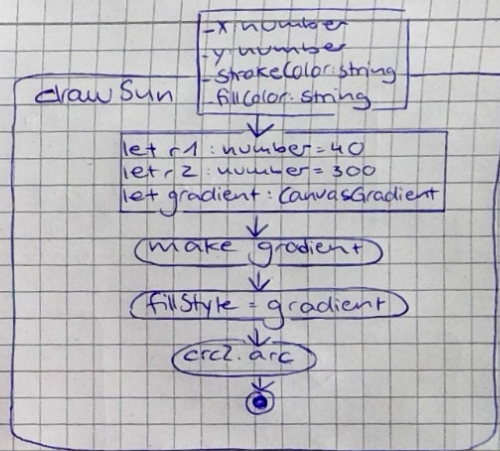
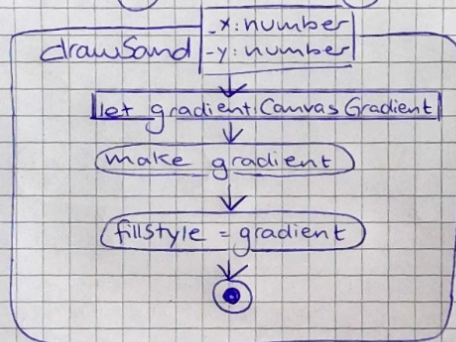
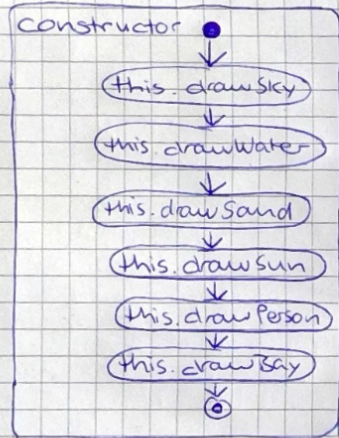


```

let crc2: CanvasRenderingContext2D;
let canvas: HTMLCanvasElement;
let imgData: ImageData;
let bigClouds: Cloud[] = [];
let smallClouds: Cloud[] = [];
let ShipBackground: Ship[] = [];
let FlyingBird: Bird[] = [];
let i: number = 10;
  
```

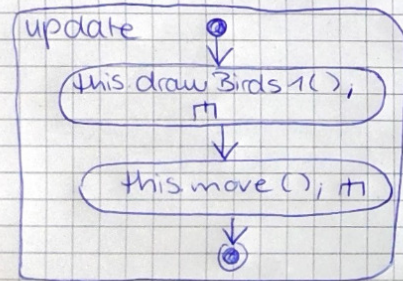
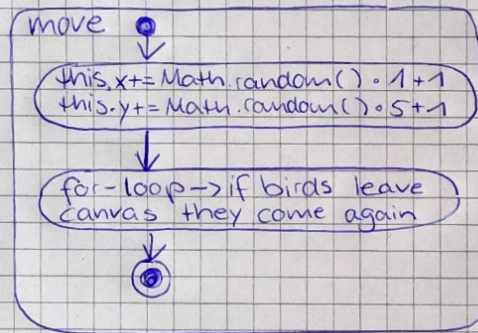
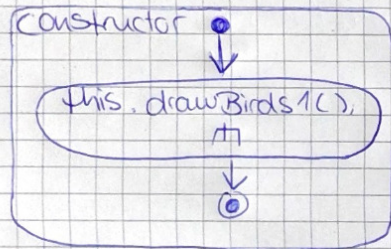


BeachClasses: Activity Diagram - Background



BirdClasses: Activity Diagram - Bird

x: number
y: number
speed: number



BeachClasses: Activity Diagram - Cloud

x: number
y: number
speed: number

drawCloud1

createCloud with
circles: crc2.arc()

crc2.closePath() &
crc2.fill()

drawCloud2

createCloud with
circles: crc2.arc()

crc2.closePath() &
crc2.fill()

moveForward

this.x = this.speed * (+0.5)

BeachClasses: Activity Diagram - Ship

x: number
y: number
speed: number

