Starry Night

Andrew Schroeder | 2020-01-15

Actor

BeeStarModel

BeeStarViewModel

BeesOnAStarryNight
(View)

Resize window

Canvas_SizeChanged

Update PlayAreaSize

CreateBees()

OnBeeMovedEvent

BeeMovedHandler

CreateStars()

UpdateSprites via ObservableCollection

OnStarChangedEvent

StarChangedHandler

UpdateSprites via ObservableCollection