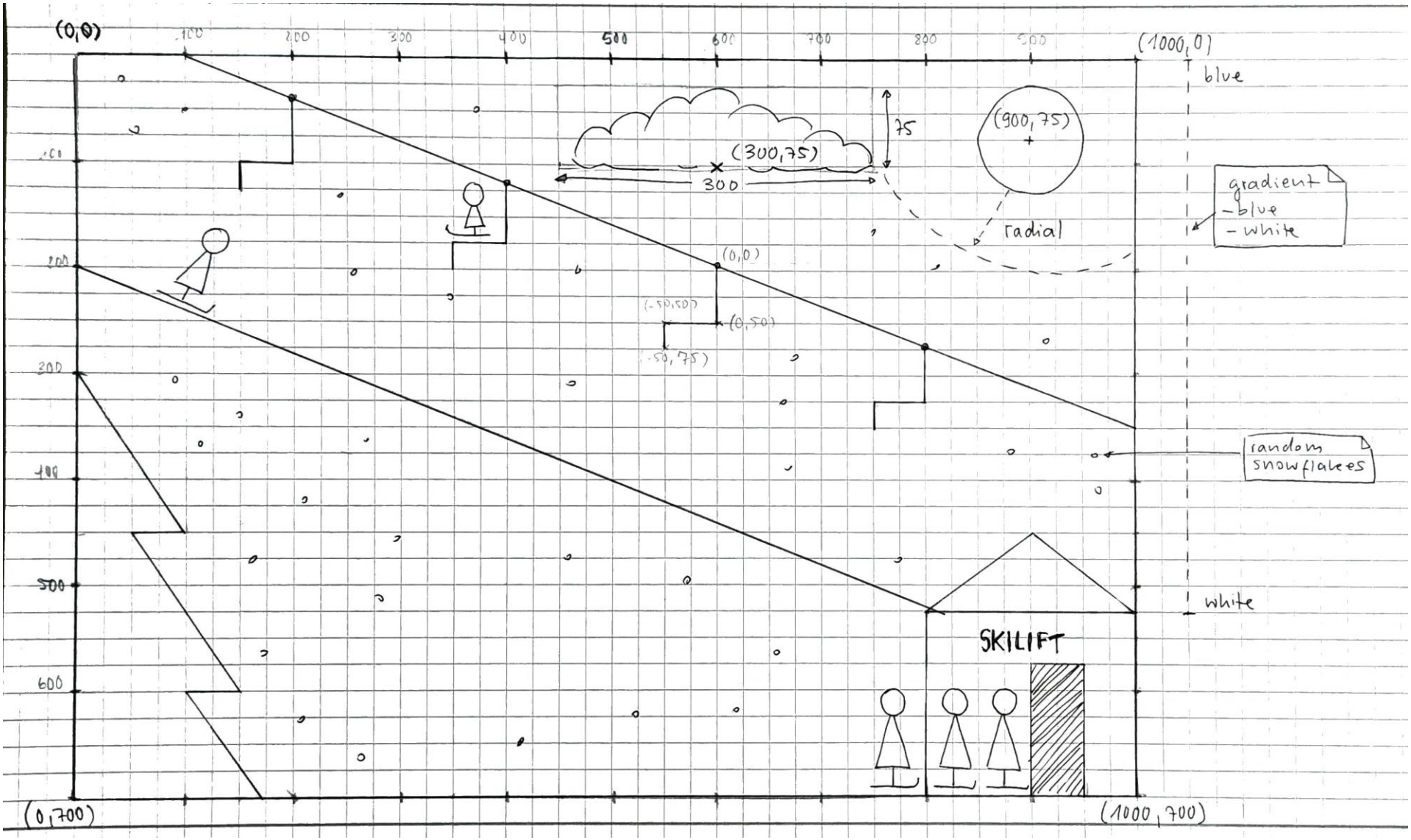
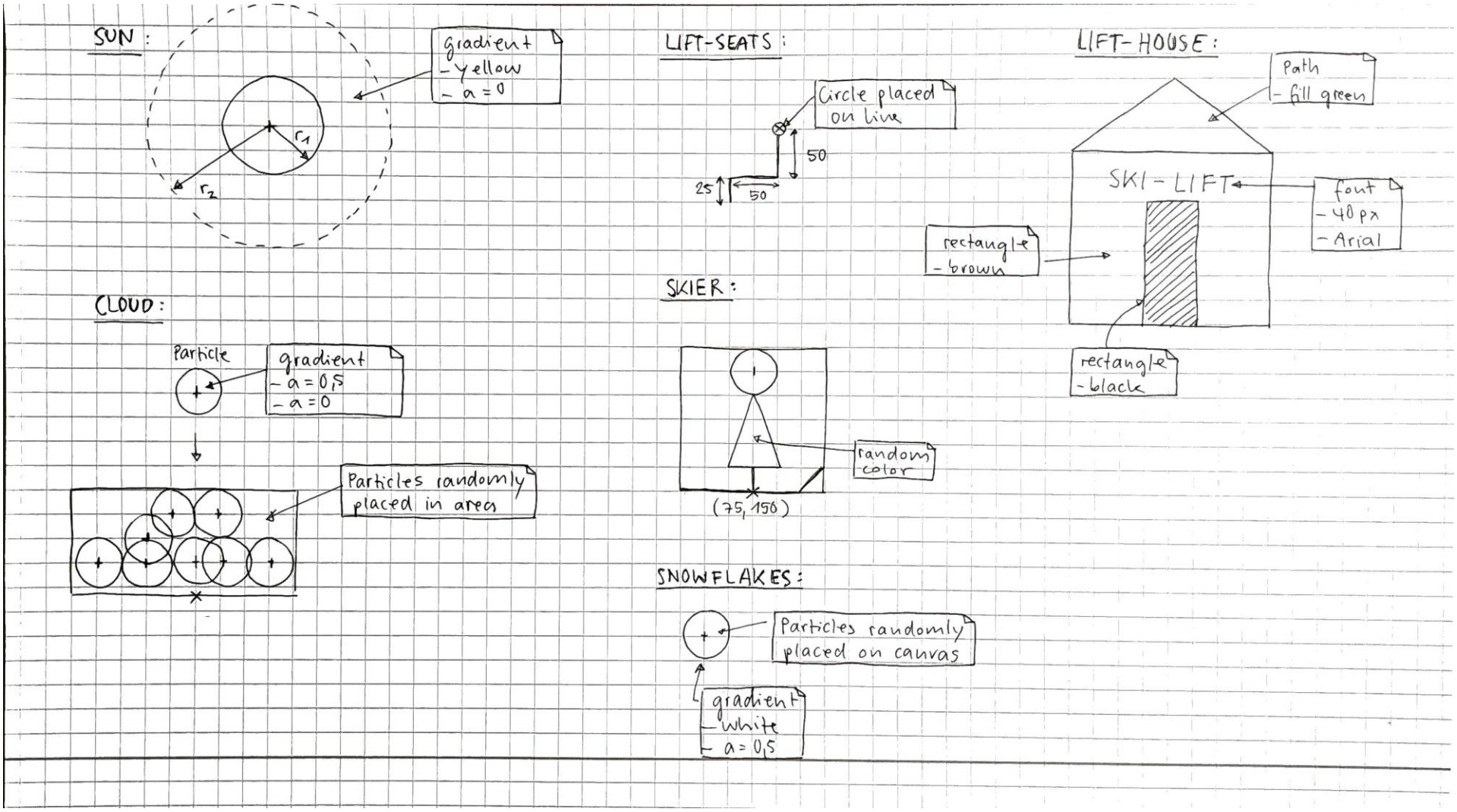
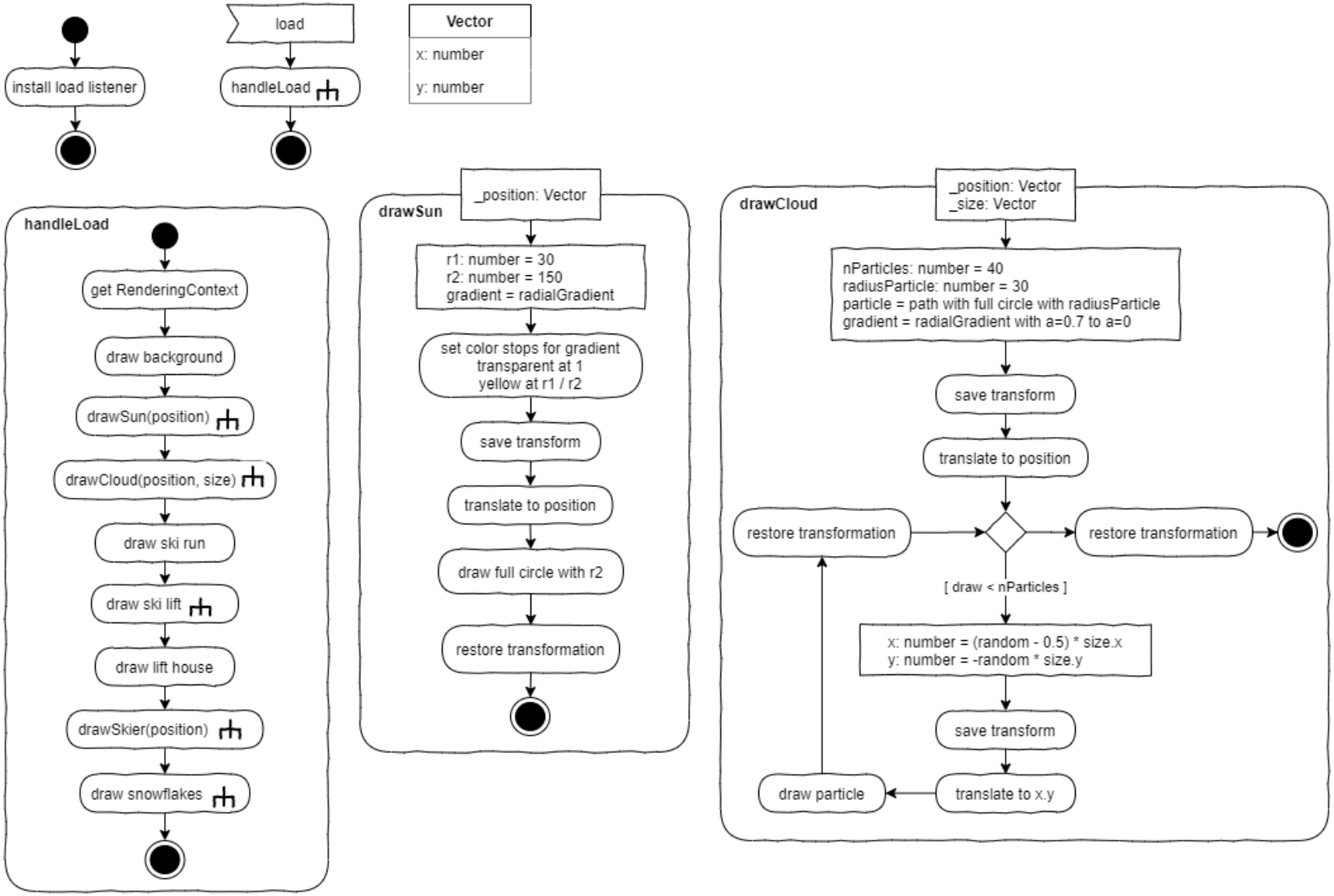
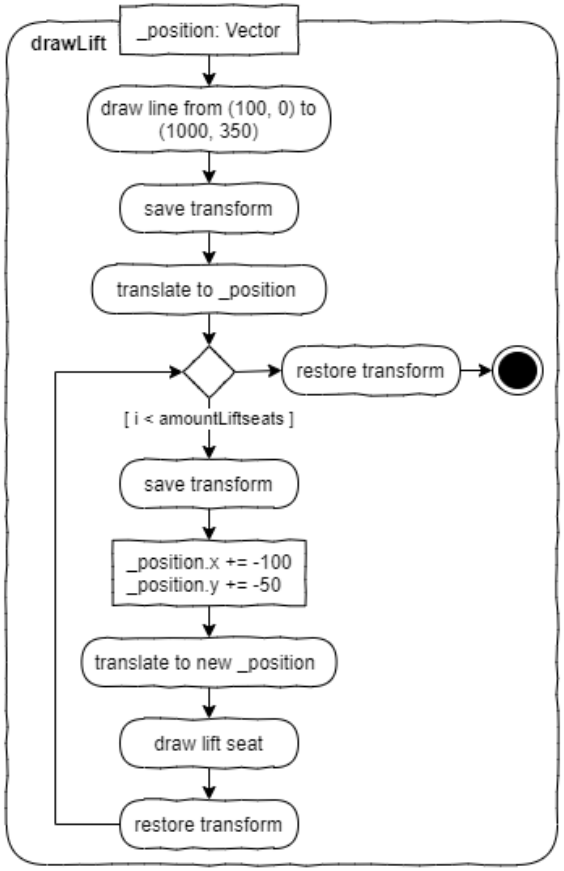
**Skipiste – Scribbles:**

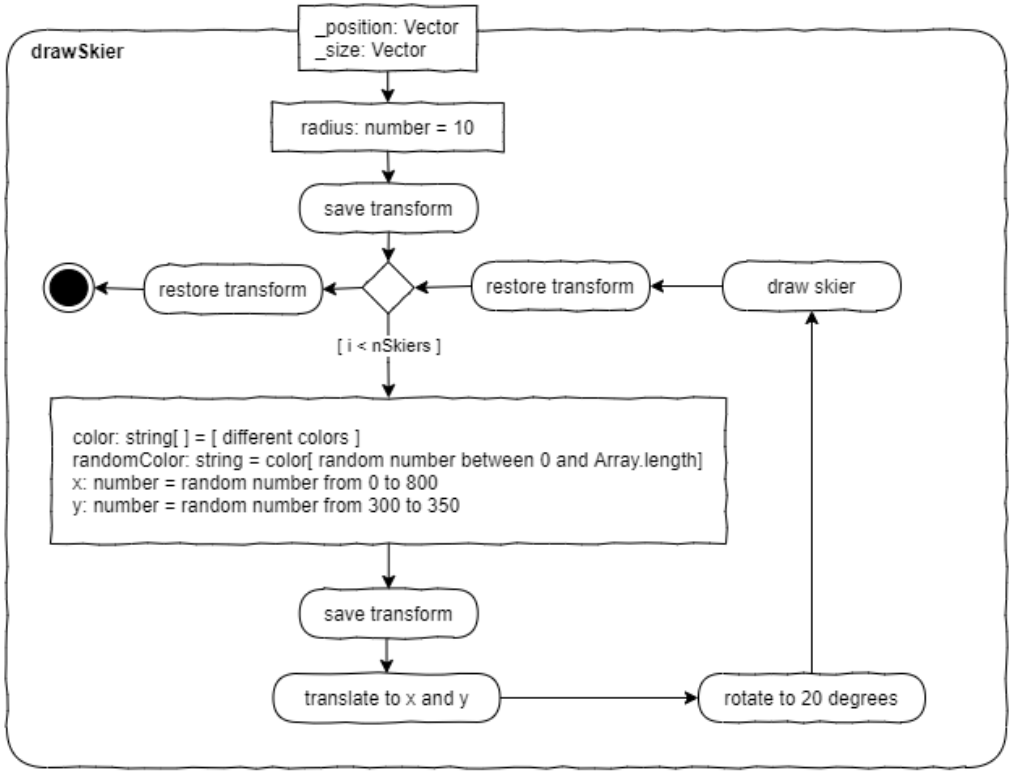


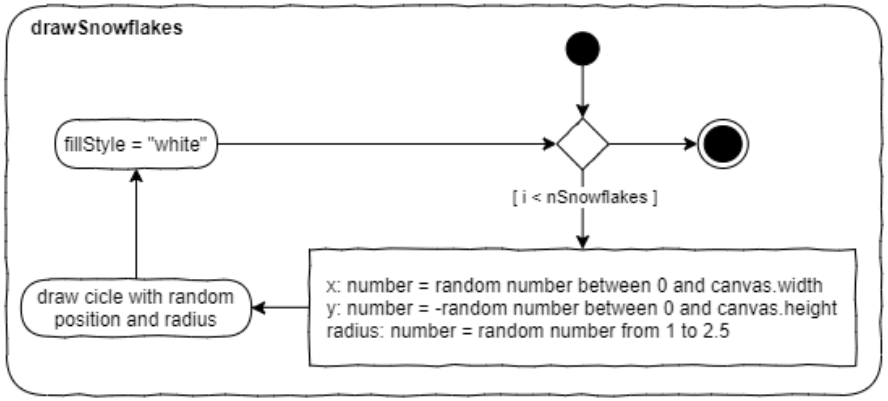

SUN:
gradient
- yellow
- a = 0
r1
r2
LIFT-SEATS:
Circle placed on line
50
25
50
LIFT-HOUSE:
Path
- fill green
SKI-LIFT
font
- 40 px
- Arial
rectangle
- brown
rectangle
- black
CLOUD:
Particle
gradient
- a = 0,5
- a = 0
Particles randomly placed in area
SKIER:
random color
(75, 150)
SNOWFLAKES:
Particles randomly placed on canvas
gradient
- white
- a = 0,5

**Activity-Diagrams:**




drawLift
_position: Vector
draw line from (100, 0) to (1000, 350)
save transform
translate to _position
restore transform
[ i < amountLiftseats ]
save transform
_position.x += -100
_position.y += -50
translate to new _position
draw lift seat
restore transform


drawSkier
_position: Vector
_size: Vector
radius: number = 10
save transform
restore transform
restore transform
draw skier
[ i < nSkiers ]
color: string[ ] = [ different colors ]
randomColor: string = color[ random number between 0 and Array.length]
x: number = random number from 0 to 800
y: number = random number from 300 to 350
save transform
translate to x and y
rotate to 20 degrees


drawSnowflakes
fillStyle = "white"
[ i < nSnowflakes ]
draw cicle with random position and radius
x: number = random number between 0 and canvas.width
y: number = -random number between 0 and canvas.height
radius: number = random number from 1 to 2.5