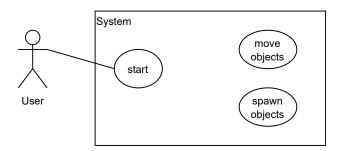
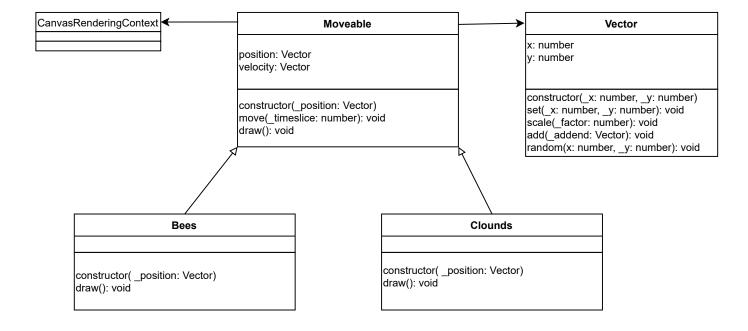
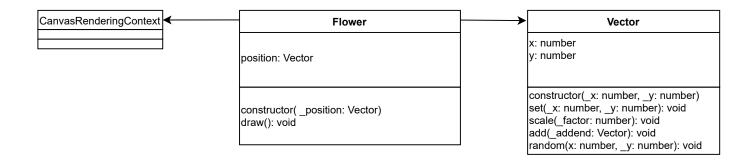
Blumenwiese: Use-Case



Blumenwiese: ClassDiagram





Blumenwiese: AD

get RenderingContext

moveables:

Moveable [] = []

draw background, sund,

mountains, trees, grass,

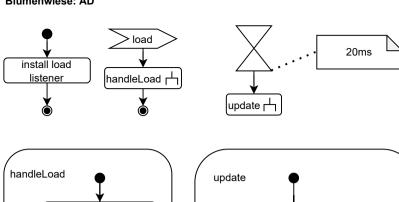
flowers and beehive

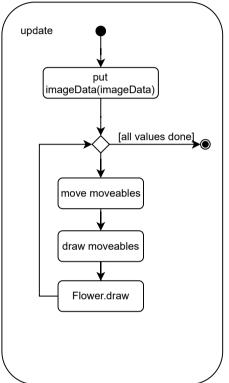
get imageData

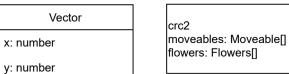
create clouds

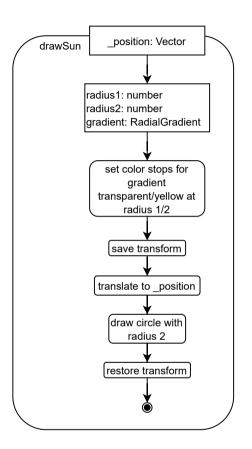
create bees

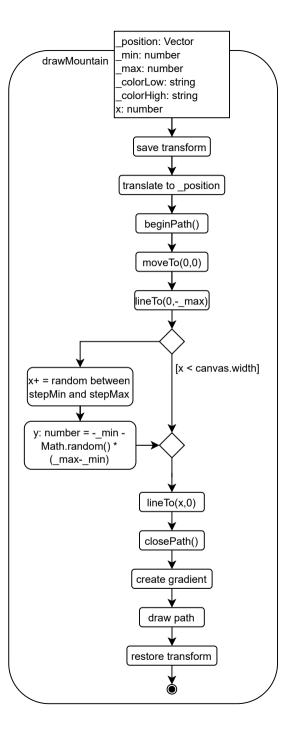
create flowers

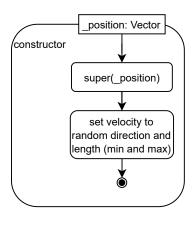


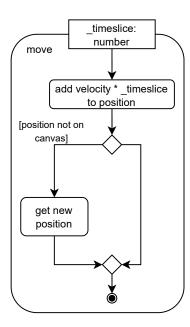


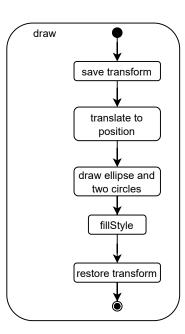




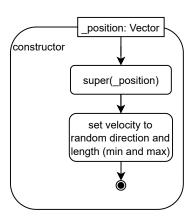


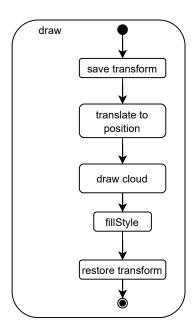




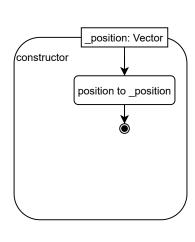


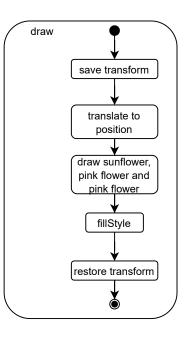
Blumenwiese: AD - Cloud





Blumenwiese: AD - Flower





Blumenwiese: AD - Moveable

