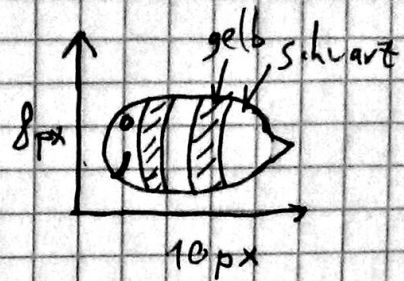


bienenX: number
bienenY: number
anzahl: number



save Background
as Image

draw Background



create n Bees at x,y

setTimeout (animate)

EventListener "click":
(add Bee)

animate

place Background Image

update Bees

setTimeout (animate)

add Bee

create Bee at x,y