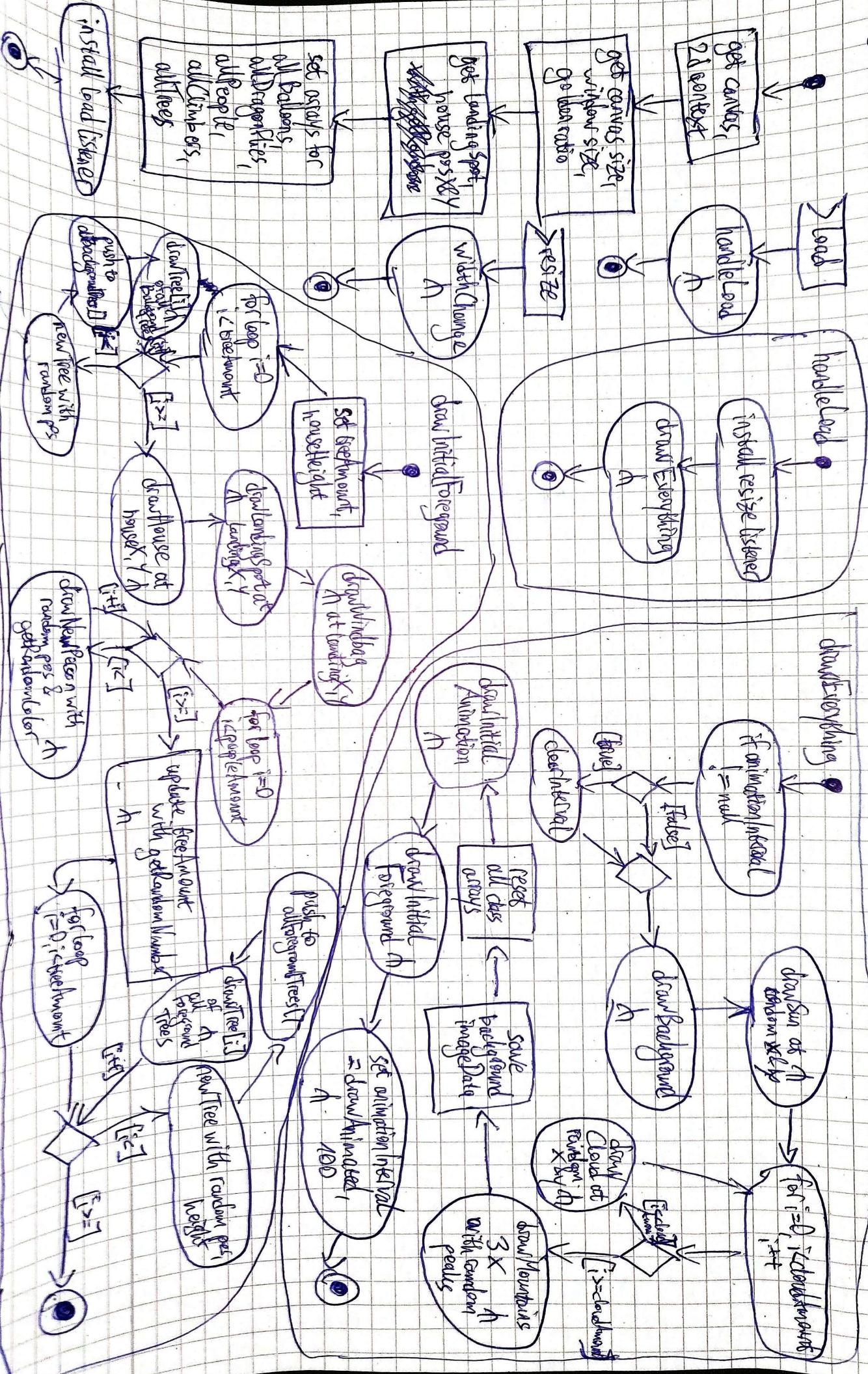


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AD: Luftfahrtclasses (1)

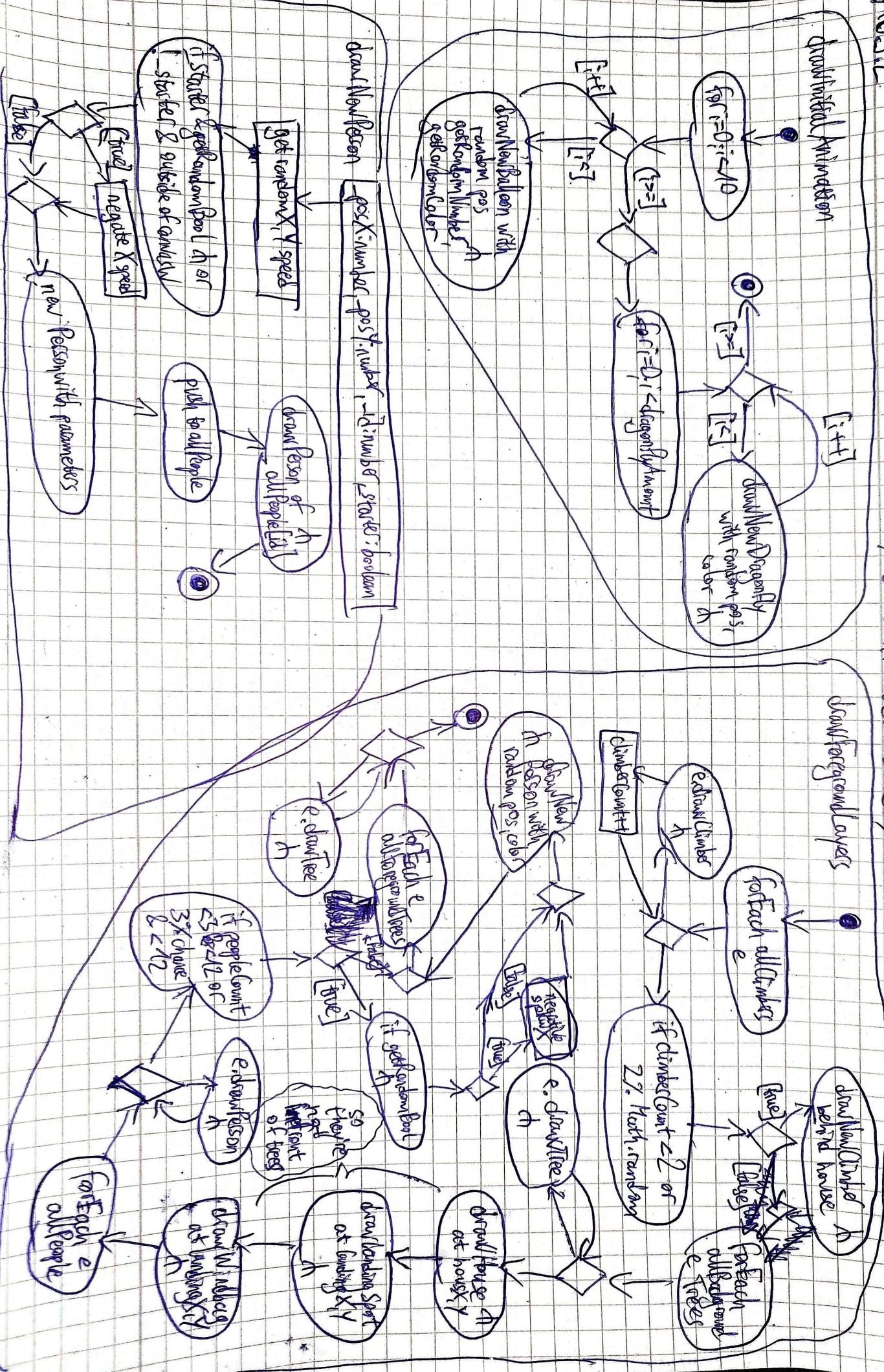
27/5/2023



A092

A.D: Left-Hand Classes (2)

24/5/2023



A09.2

AD: Luftfahrt Classes (3)

27/5/2023

drawAnimated

putImageDate
from backgroundData

`-postNumber, posYNumber, idNumber, -state, balloon`

`-postNumber, posYNumber, idNumber, -state, balloon`

`get random X & Y speed`

`-isStarted & getStartBalloon`
or
`-start & outside of canvas`

`if get balloon``[True]``[False]``draw New``Draw on top``negate``jump out``draw`

drawForeGroundLayers

drawEndMaze

`[True]``[False]``push to``new Balloon``with random X & speed``color``negate``speed``False`

draw Hot Air Balloon

of all balloons [id]

if get random

balloons

[True]

[False]

draw end maze

[True]

[False]

draw

magenta

X speed

balloonCount++

if get random

balloons

[True]

[False]

draw end maze

[True]

[False]

draw

magenta

X speed

drawNewDragonfly

-postNumber, posYNumber, idNumber, -state, balloon

`get random X & Y``speed``if state & getRandomBool [True]``!-state & outside of canvas``new Dragonfly``with random X & speed``color`

drawHotAirBalloon

[True]

[False]

drawNewBalloon

with parameters

spawnPoint
randomize

[True]

[False]

drawNewBalloon

with parameters

A09.2

AD: List of classes (4)

27/5/2023

drawNewClimber [posX: number, posY: number, id: number, slider: boolean]

getRandomX&YSpeed

withChange, getRandomColor, getRandomNumber,
getRandomBool, drawBackground, drawStar

drawClimber
of allClimbers[id]

drawCloud, drawMountains

drawLandingSpot, drawWindbag,

drawHouse

newClimber with
pos behind house, random
speed, color

push to
allClimbers

see A08.2 ADs

(they stayed the same)