Kinder auf Schlitten:
  X: number
  y: number
  dx: number
  dy: number
  color: string
  draw(): void
  move(): void

Kinder ziehen Schlitten:
  x: number
  y: number
  dx: number
  dy: number
  color: string
  draw(): void
  move(): void

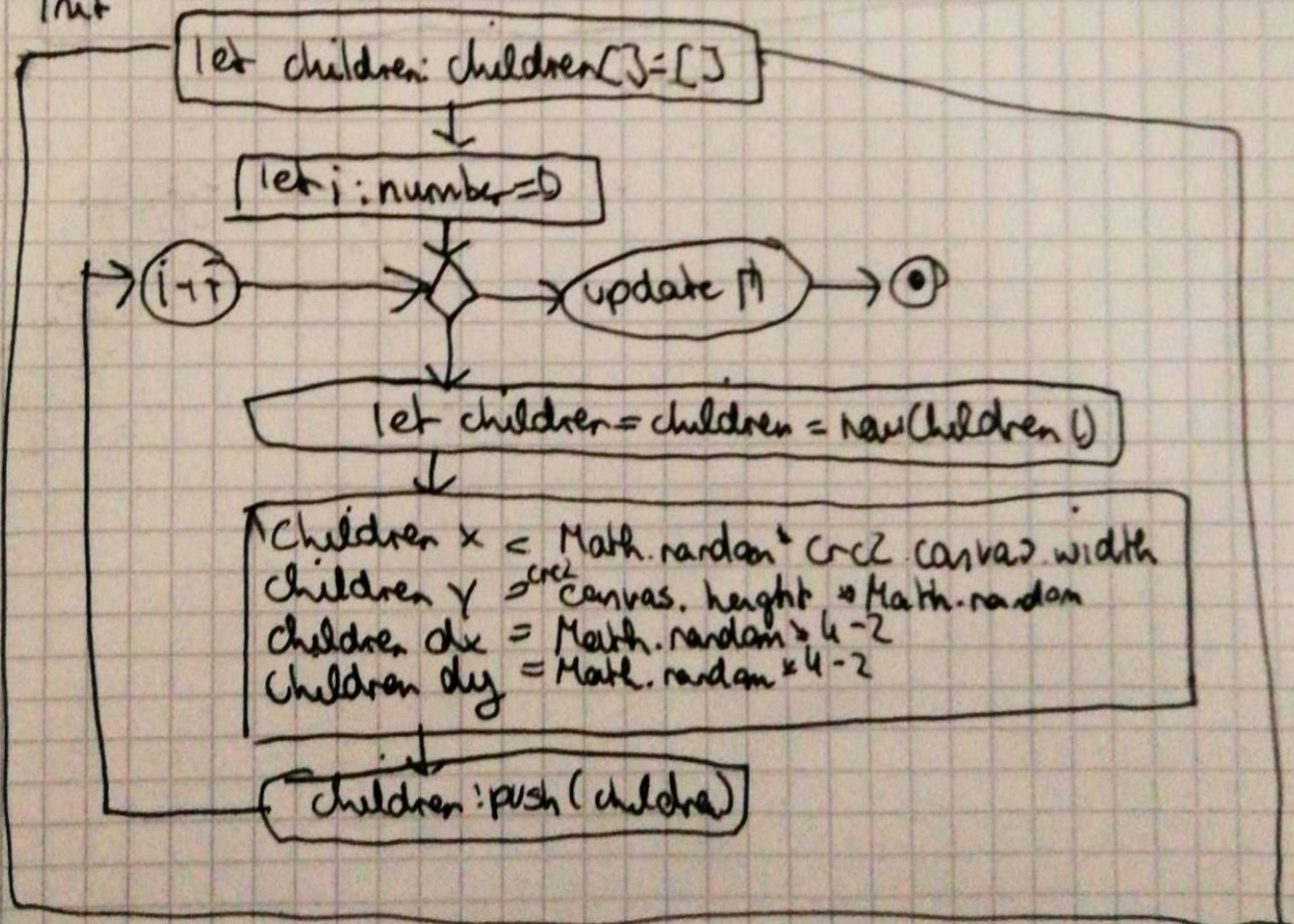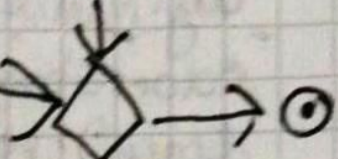Schnee:
  X: number
  Y: number
  dx: number
  color: string
  draw(): void
  move(): void

init

update ()

window.setTimeout (update(…))

clear Canvas

i++

[i < 70]

let children : Children = children [i]

children.move ()

children.draw ()