

~~Canvas Rendering~~

Canvas Rendering  
Context

Flower

position: Vector

constructor (- position: Vector)

draw(): void

Vector

x: number

y: number

constructor (- x: number, - y: number)

set (- x: number, - y: number): void

scale (- factor: number): void

add (- added: Vector): void

random (- x: number, - y: number): void

Constructor

size: Vector

position: Vector

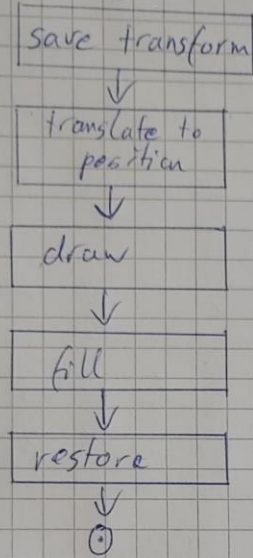
position to  
position

set velocity  
to vector

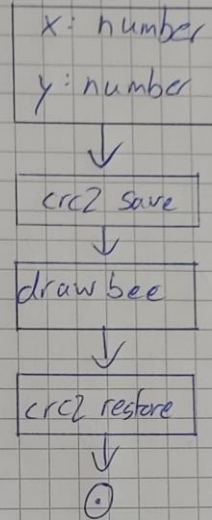
set size to  
size

→ ⊙

draw



drawbees



move

