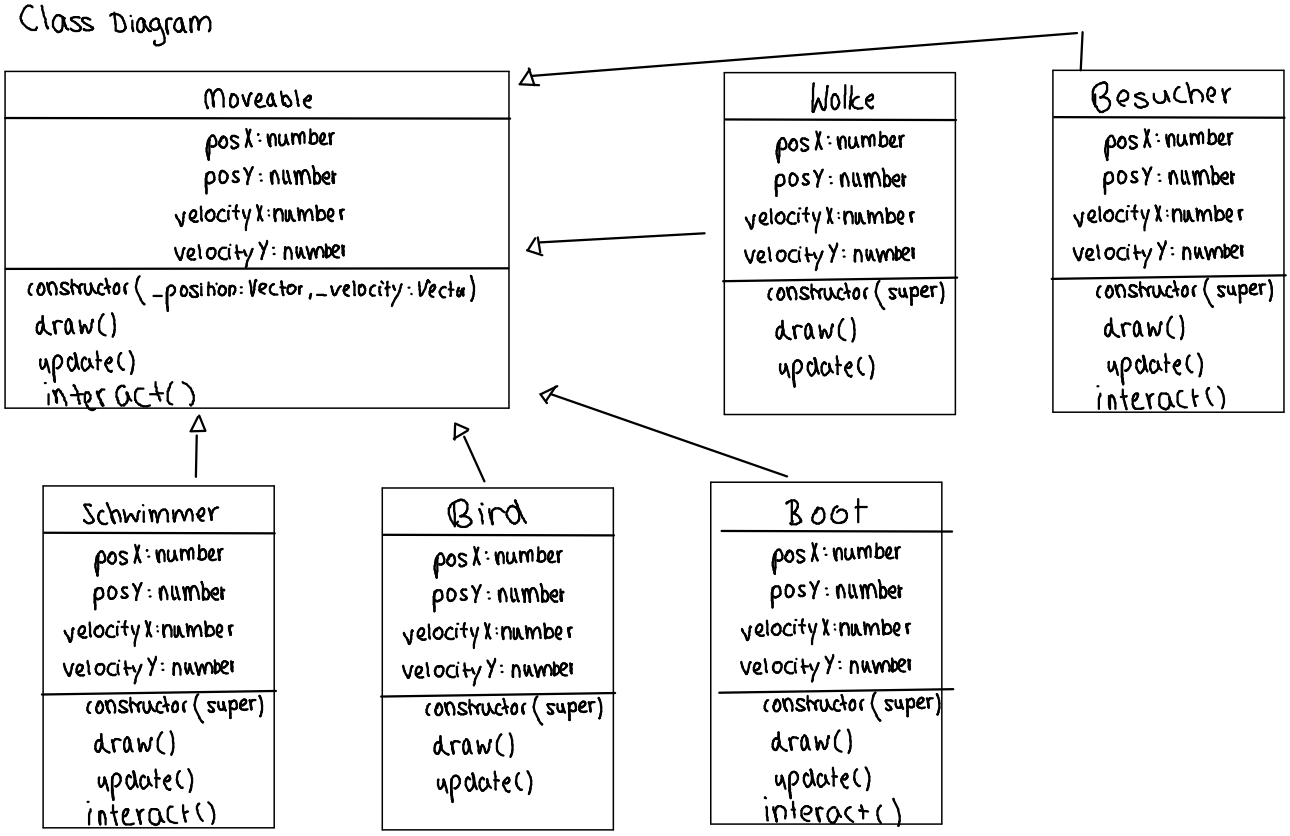
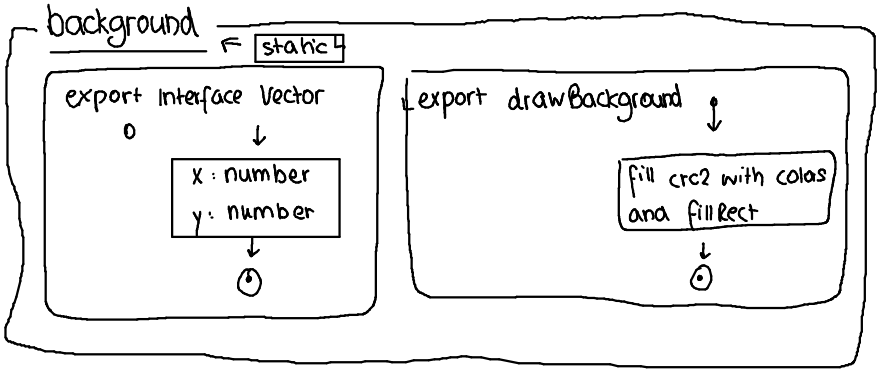
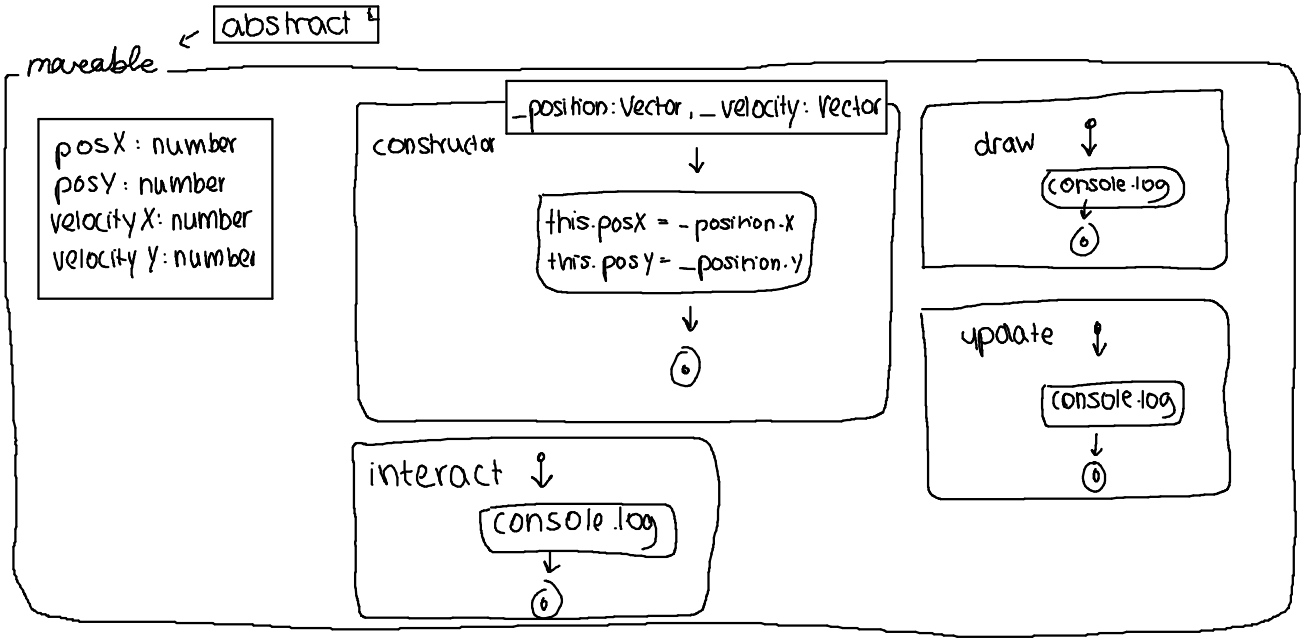
Zusammenarbeit: Celine, Elena und Aanjana

Class Diagram



Activity - Diagram

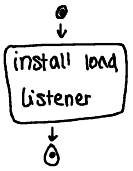


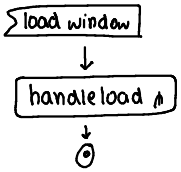


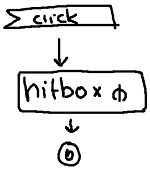
Activity - Diagram

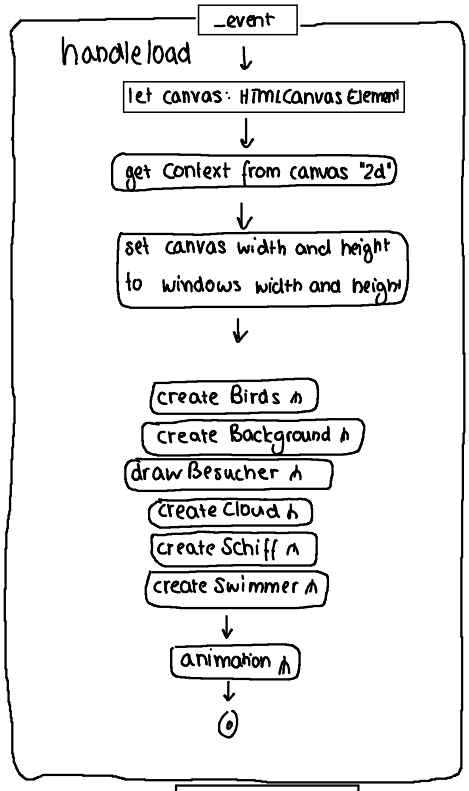
main

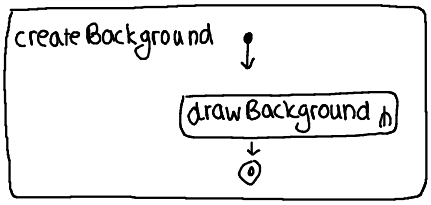
```
export let crc2: CanvasRenderingContext;
export let rotate: number ;
let move: Movable[] = [] ;
let ImageData: ImageData ;
let hitbox: number;
```

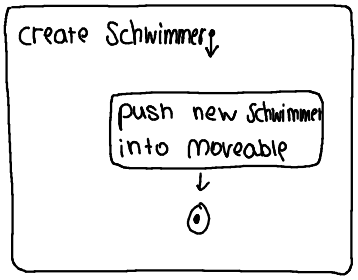


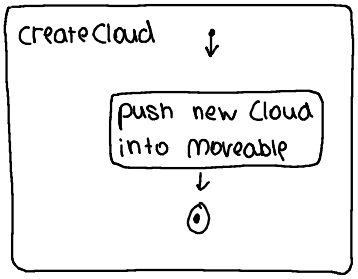


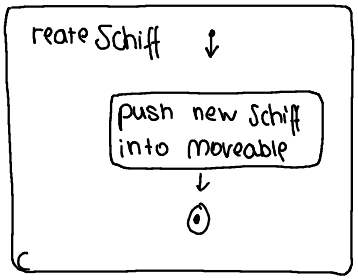


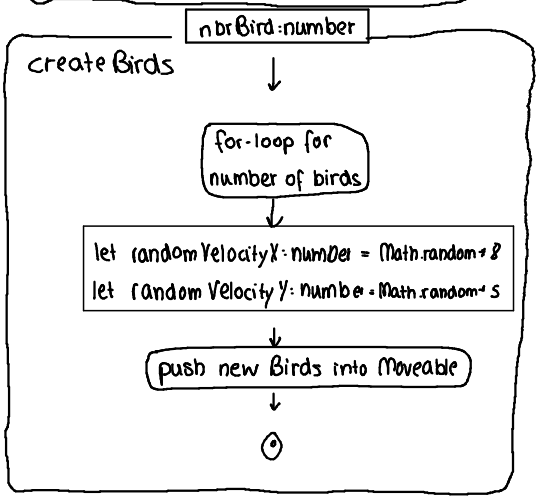


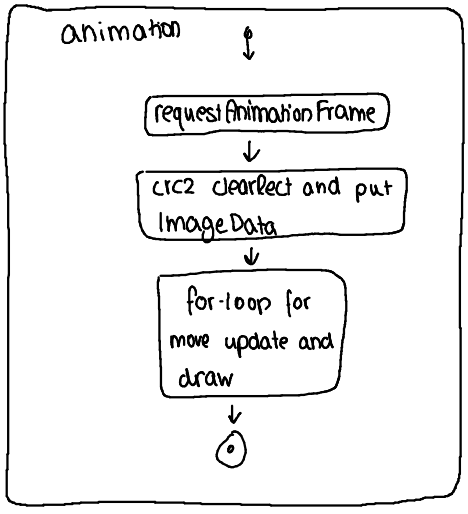


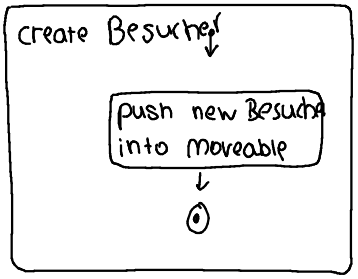


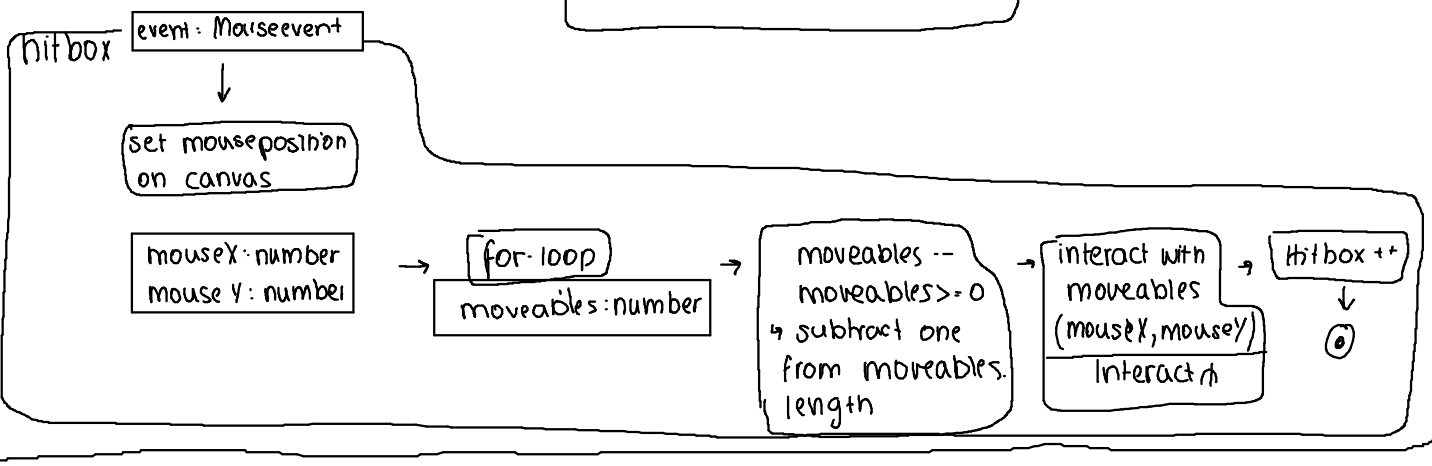


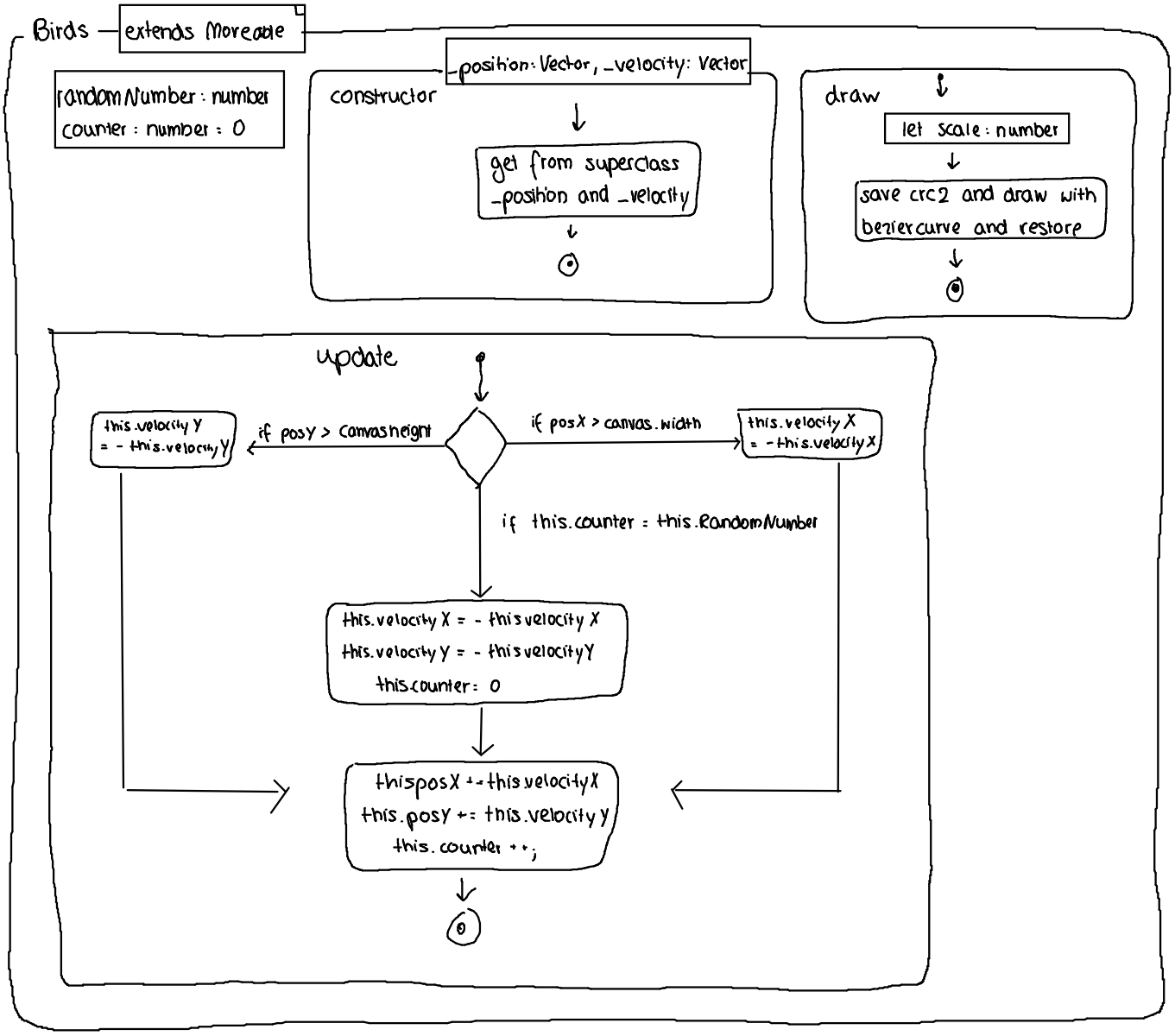


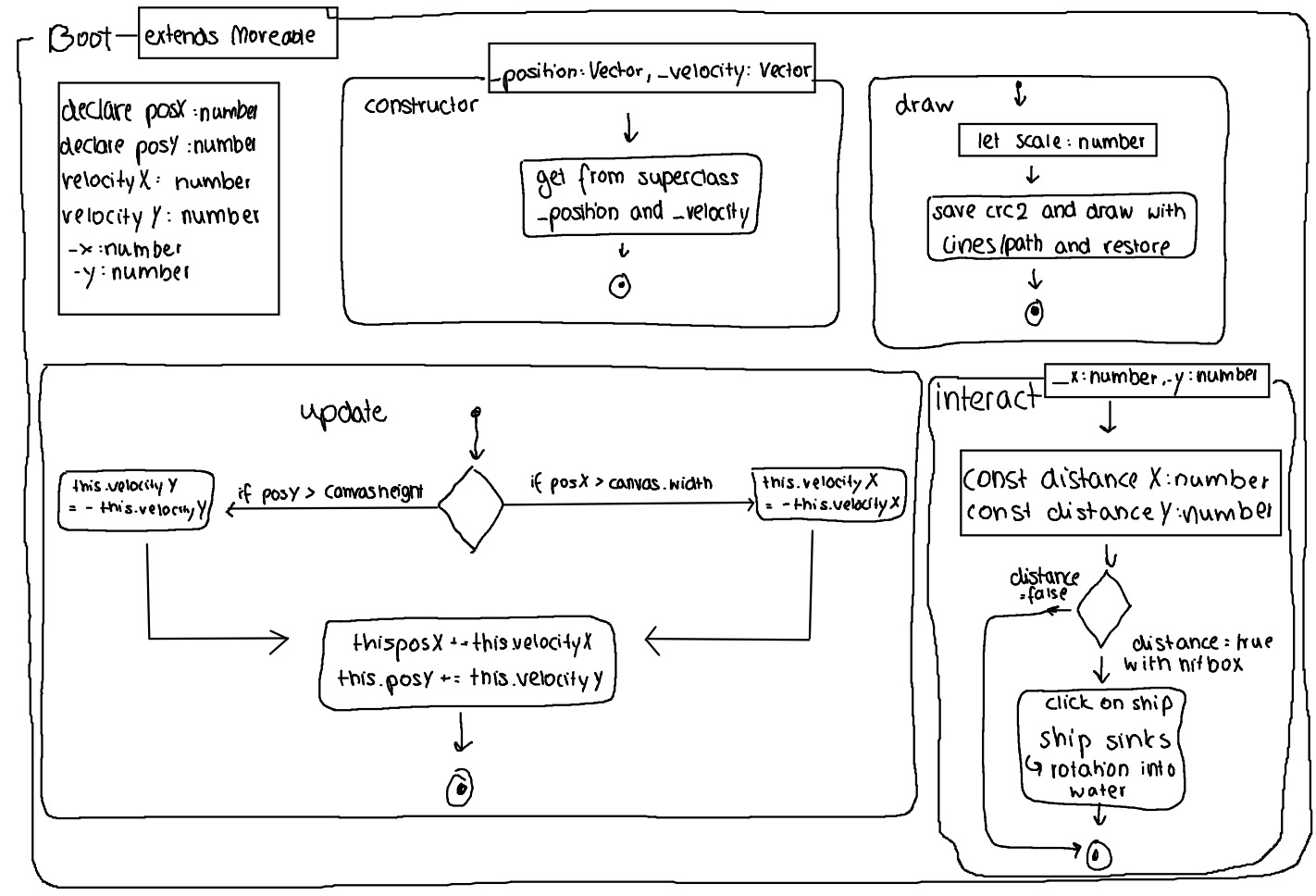


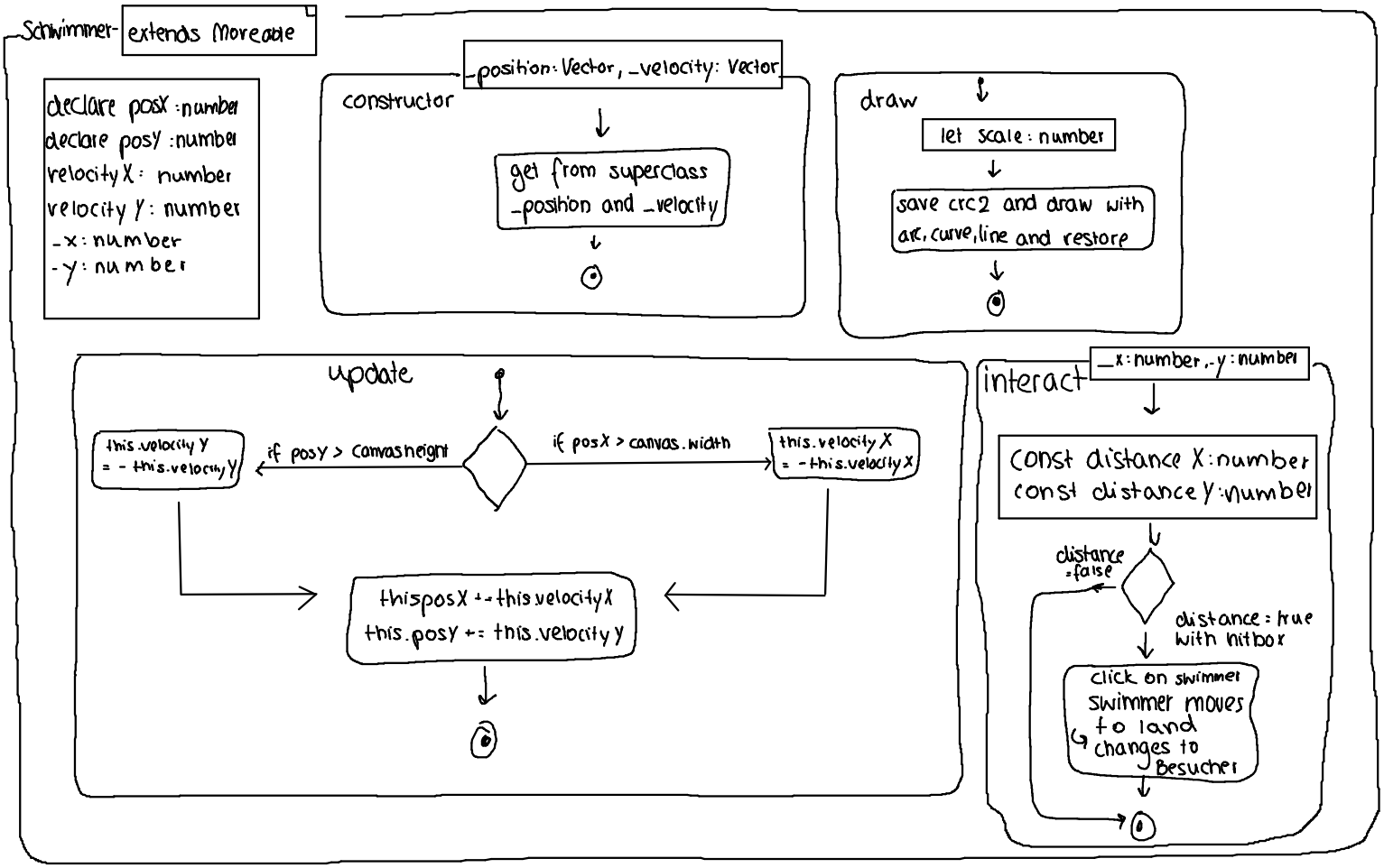


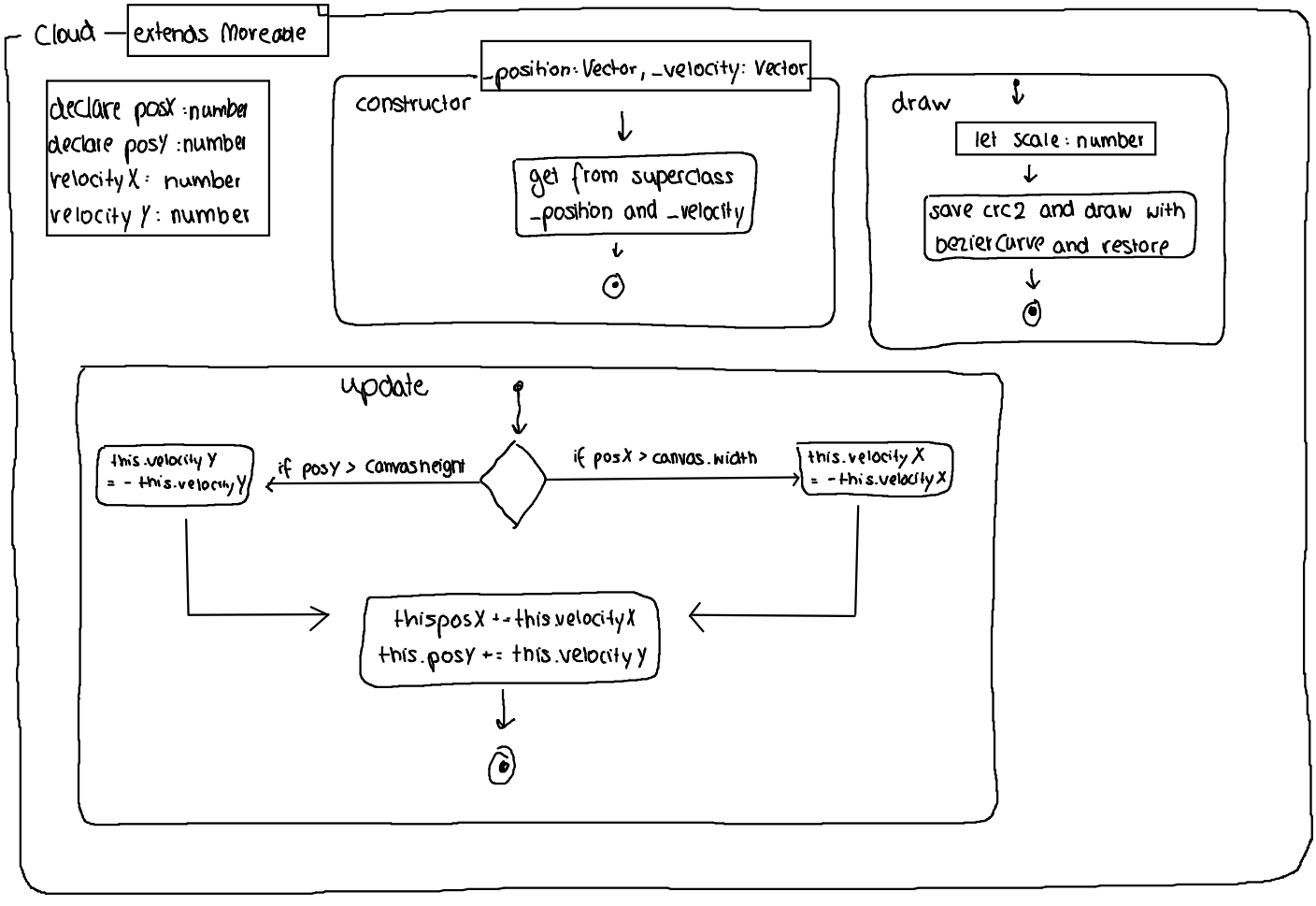





Birds
extends Moveable
randomNumber : number
counter : number = 0
constructor
_position: Vector, _velocity: Vector
get from superclass
_position and _velocity
draw
let scale : number
save crc2 and draw with
bezierCurve and restore
update
this.velocityY
= - this.velocityY
if posY > Canvasheight
if posX > canvas.width
this.velocityX
= - this.velocityX
if this.counter = this.RandomNumber
this.velocityX = - this.velocityX
this.velocityY = - this.velocityY
this.counter = 0
thisposX += this.velocityX
this.posY += this.velocityY
this.counter ++;


Boot
extends Moveable
declare posX :number
declare posY :number
velocityX : number
velocityY : number
-x :number
-y : number
constructor
_position: Vector, _velocity: Vector
get from superclass
_position and _velocity
draw
let scale : number
save crc2 and draw with
lines/path and restore
update
this.velocityY
= - this.velocityY
if posY > Canvasheight
if posX > canvas.width
this.velocityX
= - this.velocityX
thisposX += this.velocityX
this.posY += this.velocityY
interact
_x: number, _y: number
const distanceX: number
const distanceY: number
distance
=false
distance = true
with hitbox
click on ship
ship sinks
& rotation into
water


Schwimmer
extends Moveable
declare posX :number
declare posY :number
velocityX : number
velocity Y : number
_x : number
-y : number
constructor
_position: Vector, _velocity: Vector
get from superclass
_position and _velocity
draw
let scale : number
save crc2 and draw with
arc, curve, line and restore
update
this.velocity Y
= - this.velocityY
if posY > Canvasheight
if posX > canvas.width
this.velocity X
= - this.velocityX
thisposX += this.velocityX
this.posY += this.velocity y
interact
_x: number, _y: number
const distance X: number
const distance Y: number
distance
=false
distance = true
with hitbox
click on swimmer
swimmer moves
to land
changes to
Besucher


Cloud
extends Moveable
declare posX :number
declare posY :number
velocityX : number
velocity Y : number
constructor
_position: Vector, _velocity: Vector
get from superclass
_position and _velocity
draw
let scale : number
save crc2 and draw with
bezierCurve and restore
update
this.velocity Y
= - this.velocityY
if posY > Canvasheight
if posX > canvas.width
this.velocity X
= - this.velocityX
thisposX += this.velocityX
this.posY += this.velocity y

Besucher

extends class moveable

declare posX : number
declare posY : number
velocity X : number
velocity Y : number
_x : number
_y : number

constructor

_position: Vector, _velocity: Vector

get from superclass _position and _velocity

draw

let scale : number

save crc2 and draw with arc, curve, line and restore

update

if posY > canvas.height

this.velocity Y = - this.velocity Y

if posX > canvas.width

this.velocity X = - this.velocity X

thisposX += this.velocityX
this.posY += this.velocity Y

interact

_x: number, _y: number

const distance X: number
const distance Y: number

distance = false

distance = true with hitboy

click on Besucher
Besucher moves to water
changes to swimmer