Draw

dx : number
dy : number

draw ()
move ()

Snow

xd : number
yd : number

draw ()
move ()

Tree

+ field type

draw ()

Children

xd : number
yd : number
State : booloon

draw ()
move ()

children
move

↓

this state=true ◇ this state=false

this moveDown ()   this moveUp ()

◇

↓

this draw ()

↓

◉

moveUp


```
this.xd = 5
this.yd = 2
```

```
this.xD+ = xd
this.yD+ = -yd
```

this.yd > 500

```
this.state = false
```
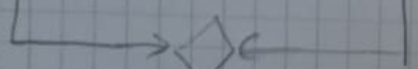
moveDown


```
this.xd = Math.random() * ...
this.yd = Math.random() * -2
```

```
this.xD+ = xd
this.yD+ = yd
```

this.xD <= 10

```
this.state = true
```