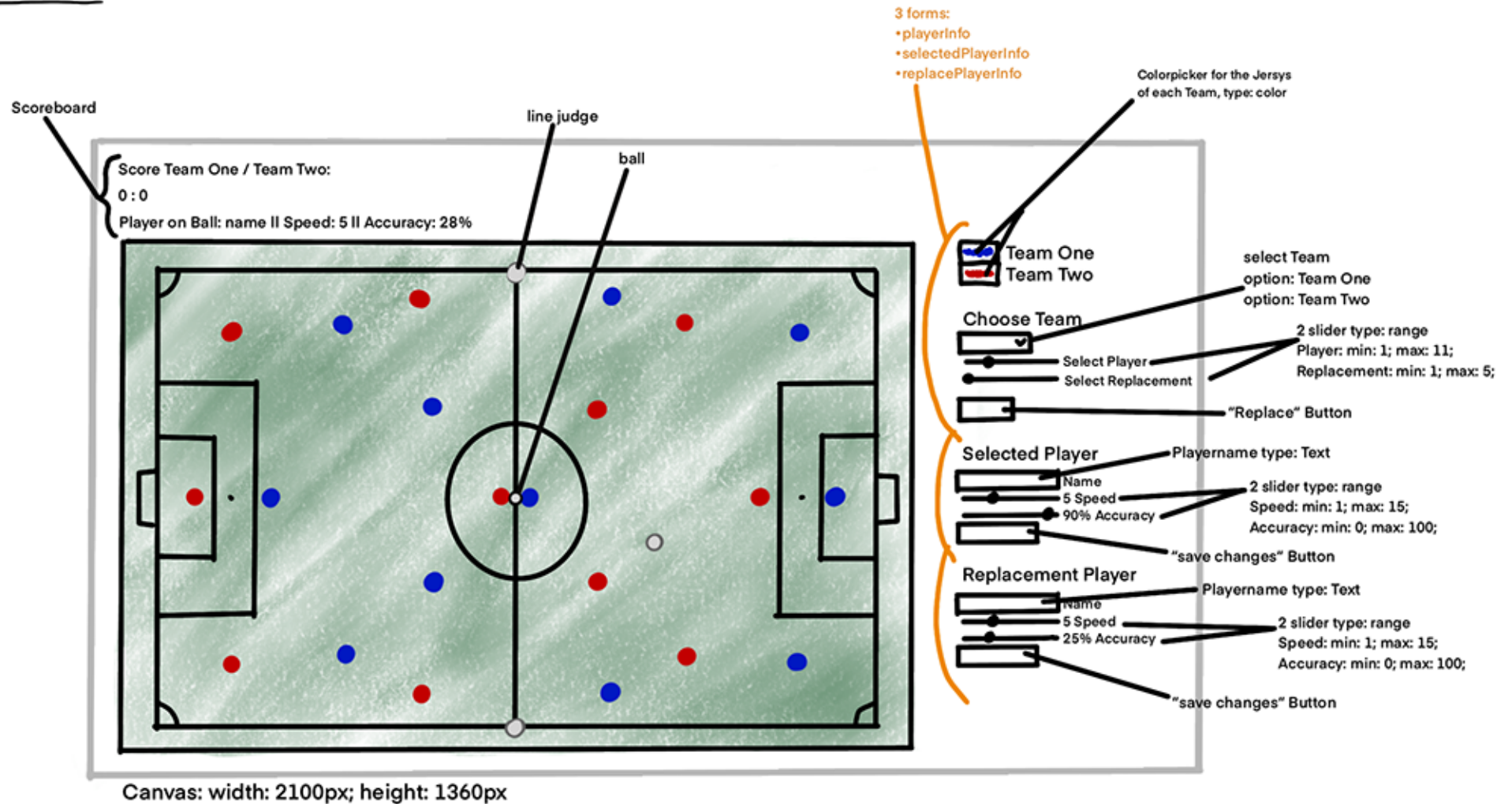
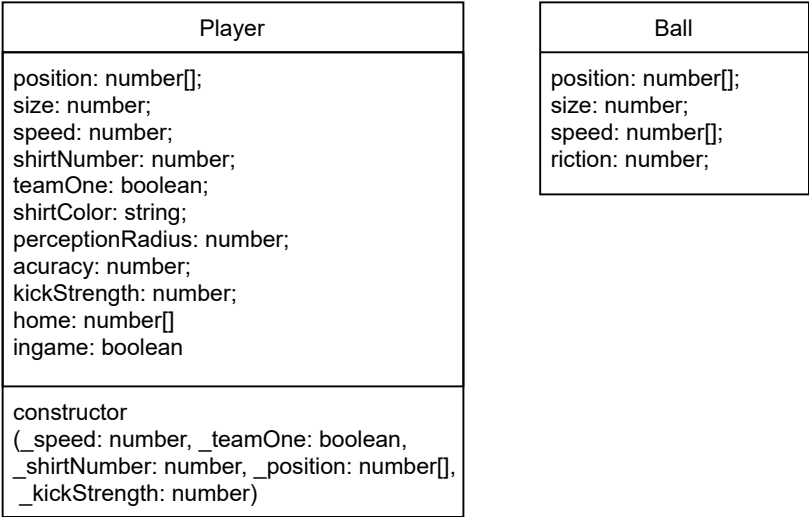


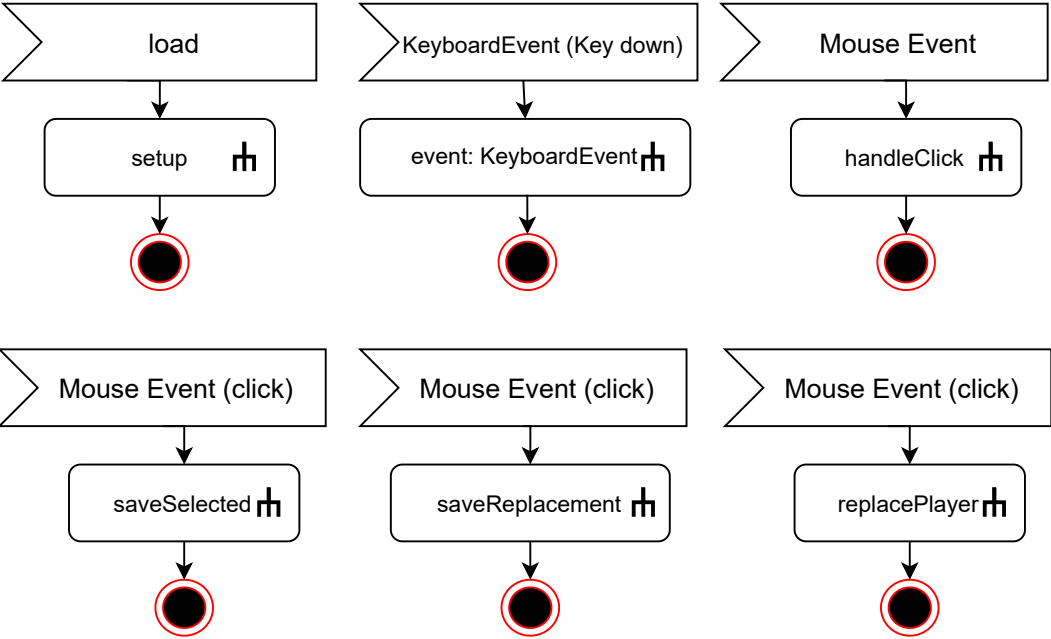
Skizze:

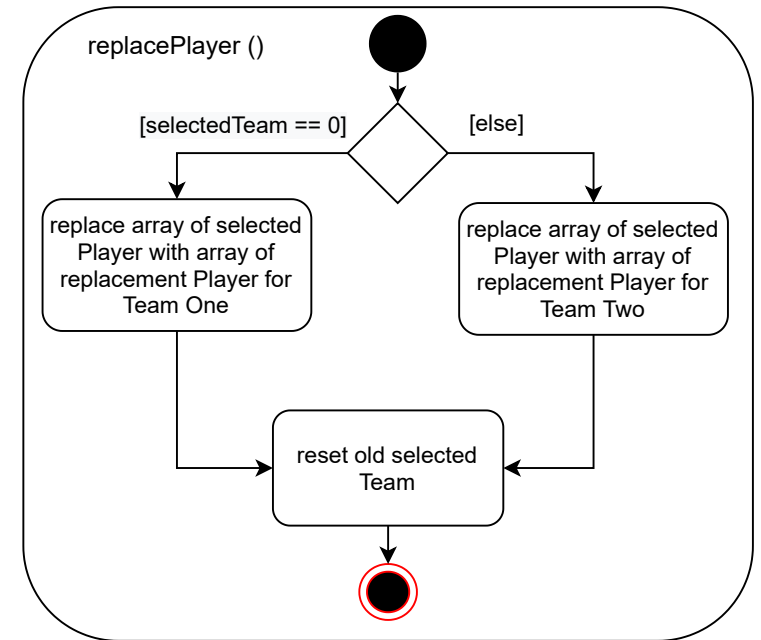
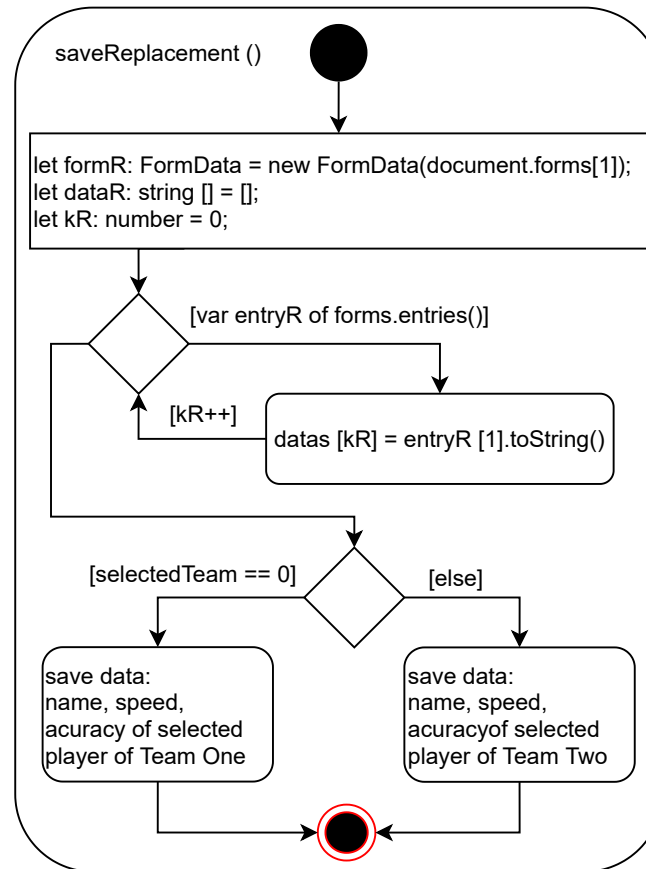
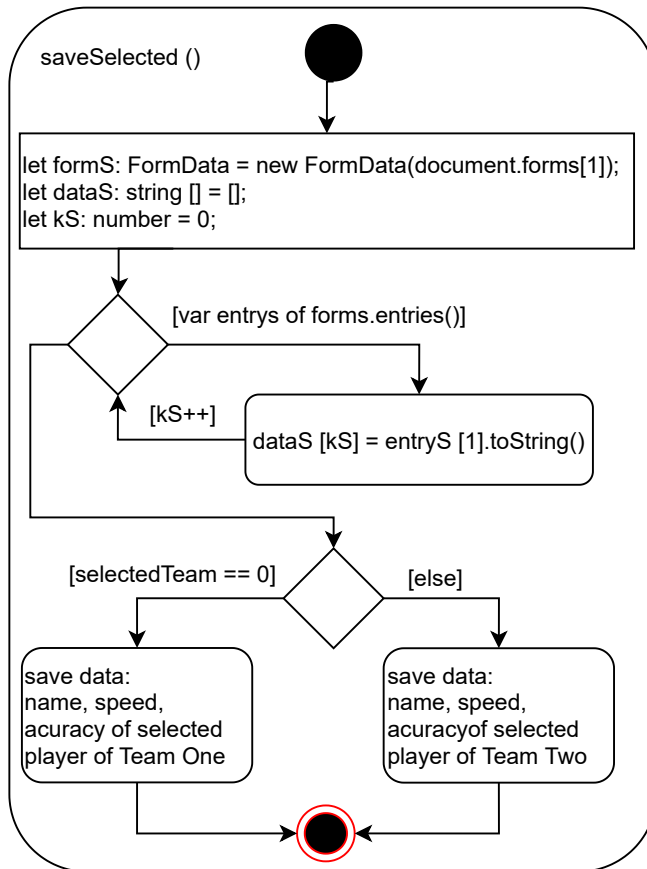
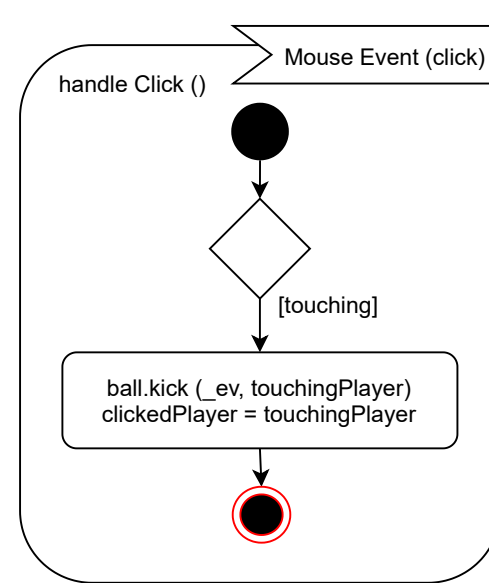
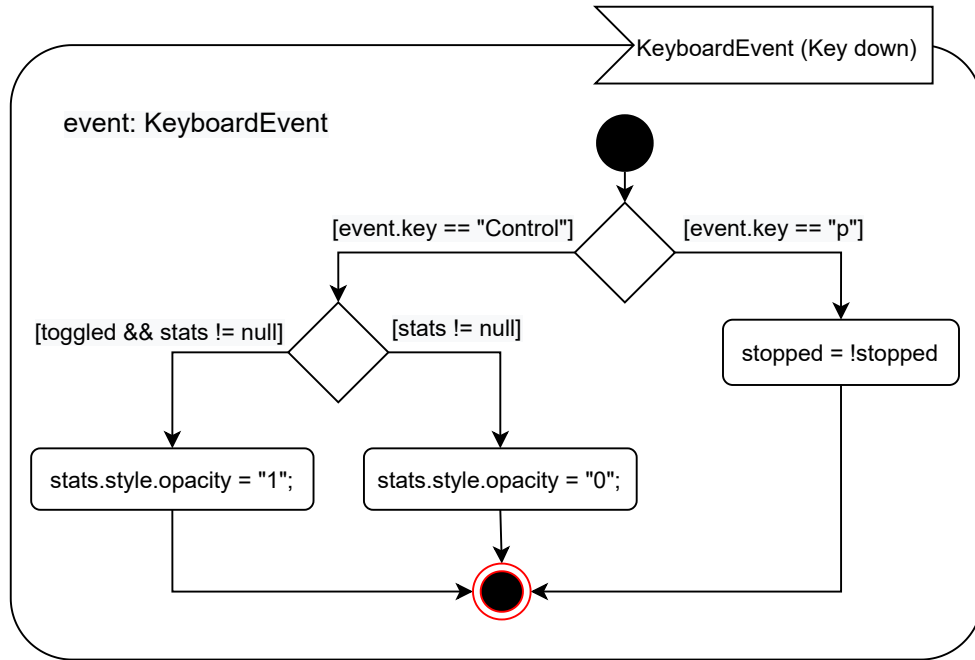


Klassendiagramm



Aktivitätsdiagramm Mainscript





setup ()

let k: number = 0;

let i: number = 0;

[i < 11]

let player = new Player

k++

[i++]

push people (of
player for Team One)

let i: number = 0;

[i < 11]

let player = new Player

k++

[i++]

push people (of
player for Team Two)

let i: number = 0;

[i < 5]

let player = new Player

k++

[i++]

push people
(replacement player
for Team One)

let i: number = 0;

[i < 5]


let player = new Player

k++

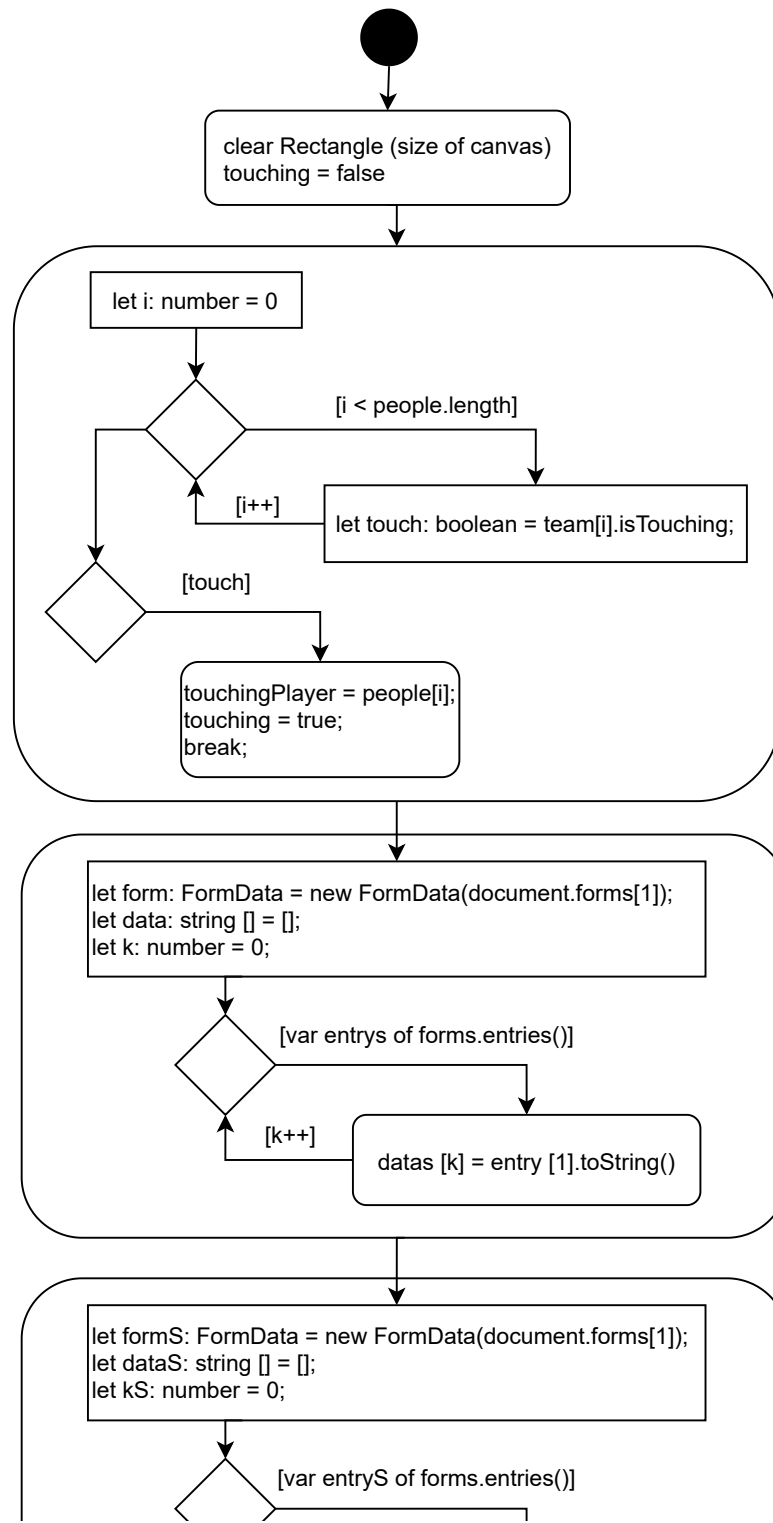
[i++]

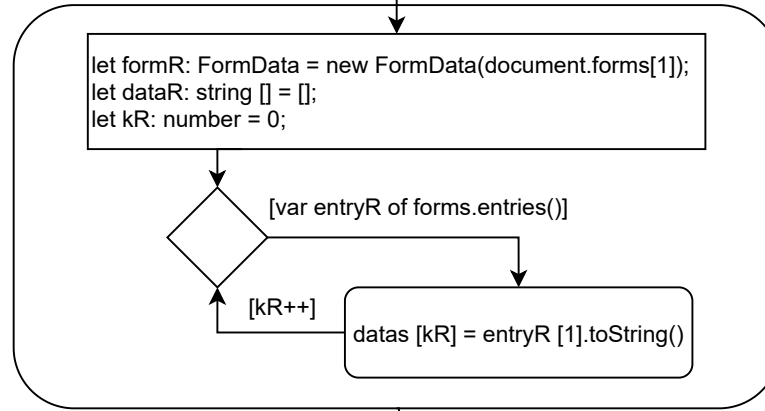
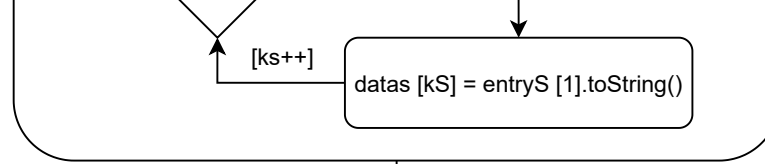
push people
(replacement player
for Team One)

let ref: Player = new Player
people.push
let judge1: Player = new Player
people.push
let judge2: Player = new Player
people.push

setInterval(draw, 33) 

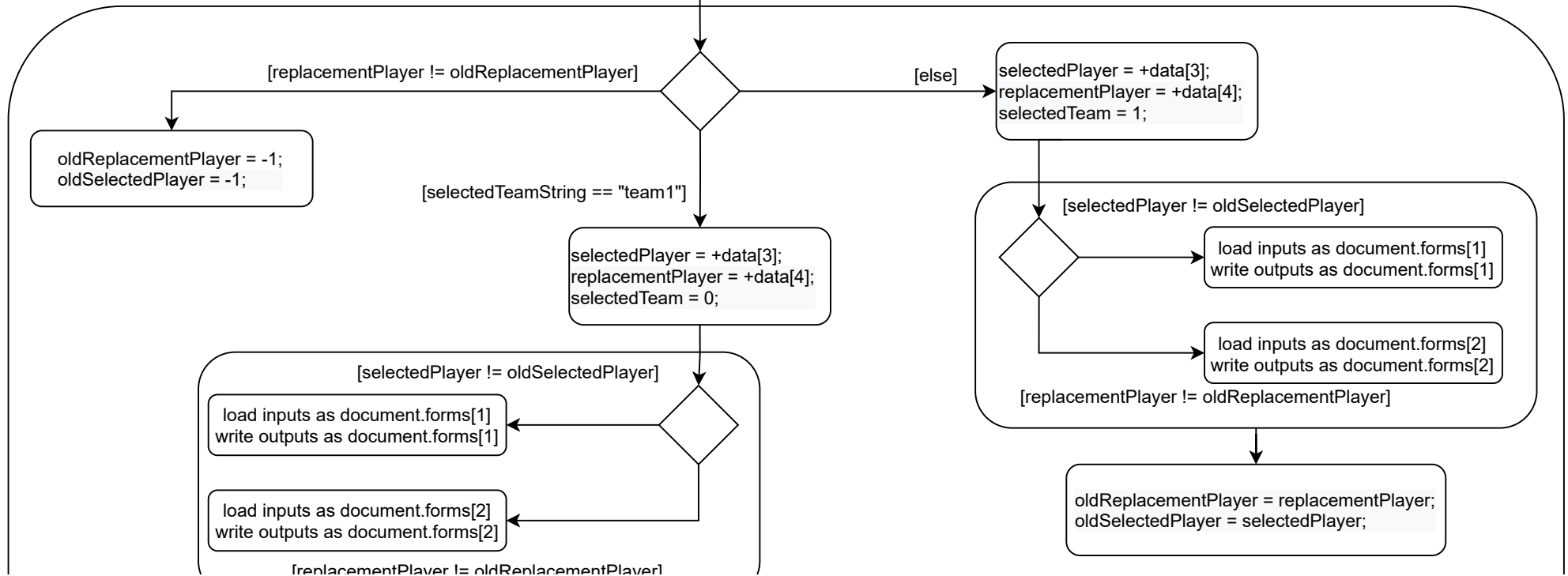
draw()





`trikotOne = data [0];`
`trikotTwo = data[2]`

`let selectedTeamString: string = data [2]`





oldReplacementPlayer = replacementPlayer;
oldSelectedPlayer = selectedPlayer;


let playerOnBall: HTMLElement

[touchingPlayer]

playerOnBall.innerHTML = name, speed and acuracy

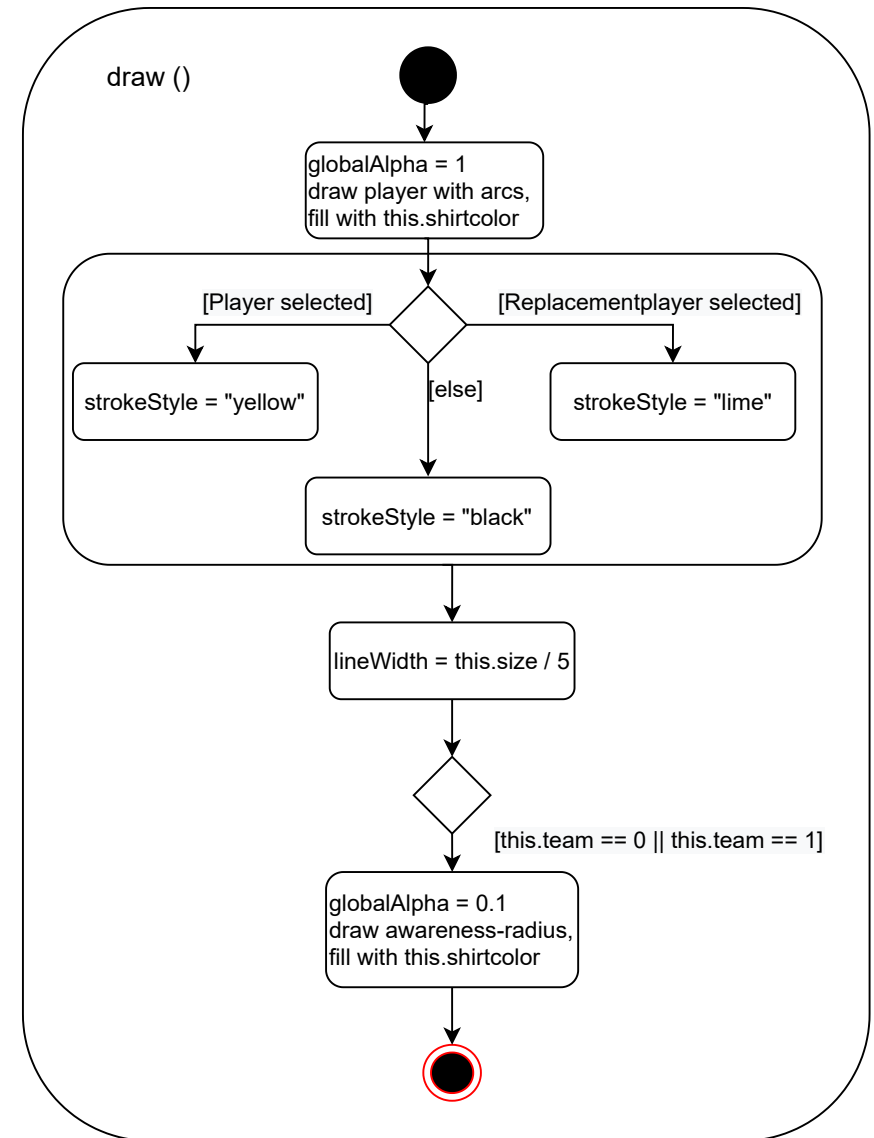
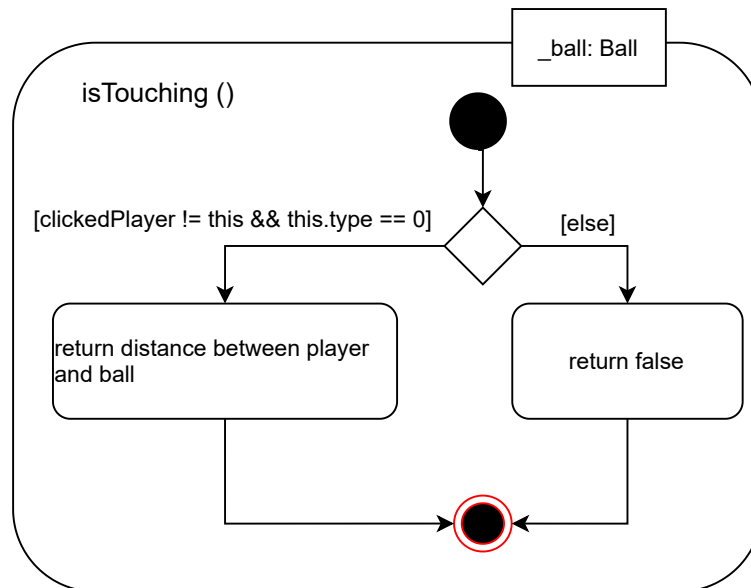
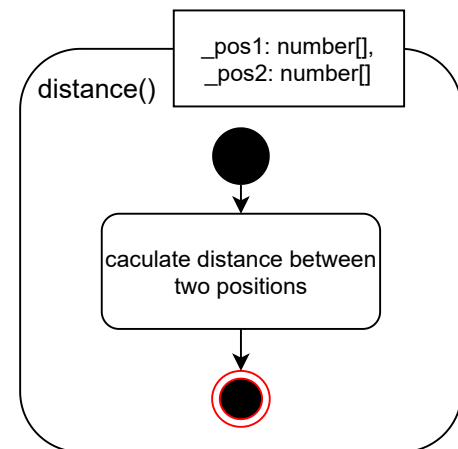
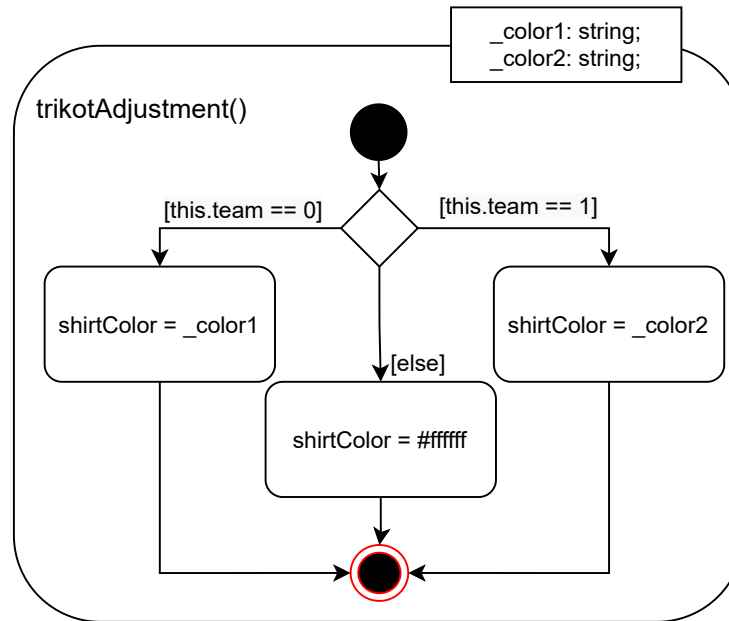
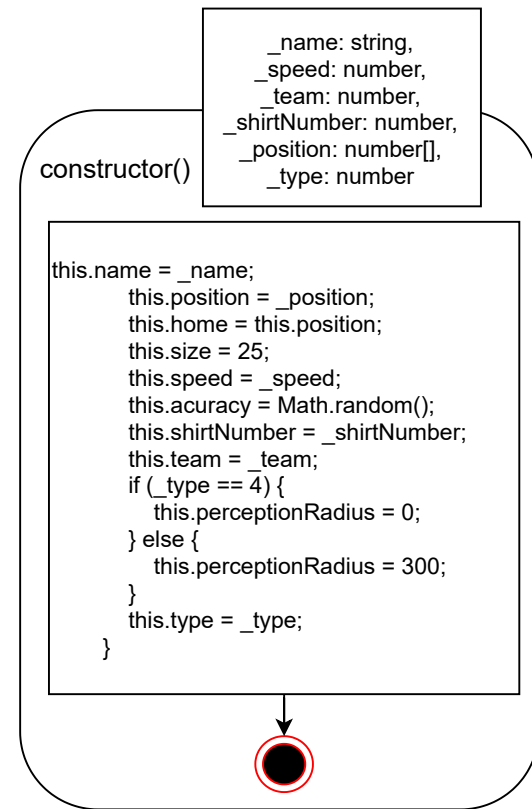
[let player of people]

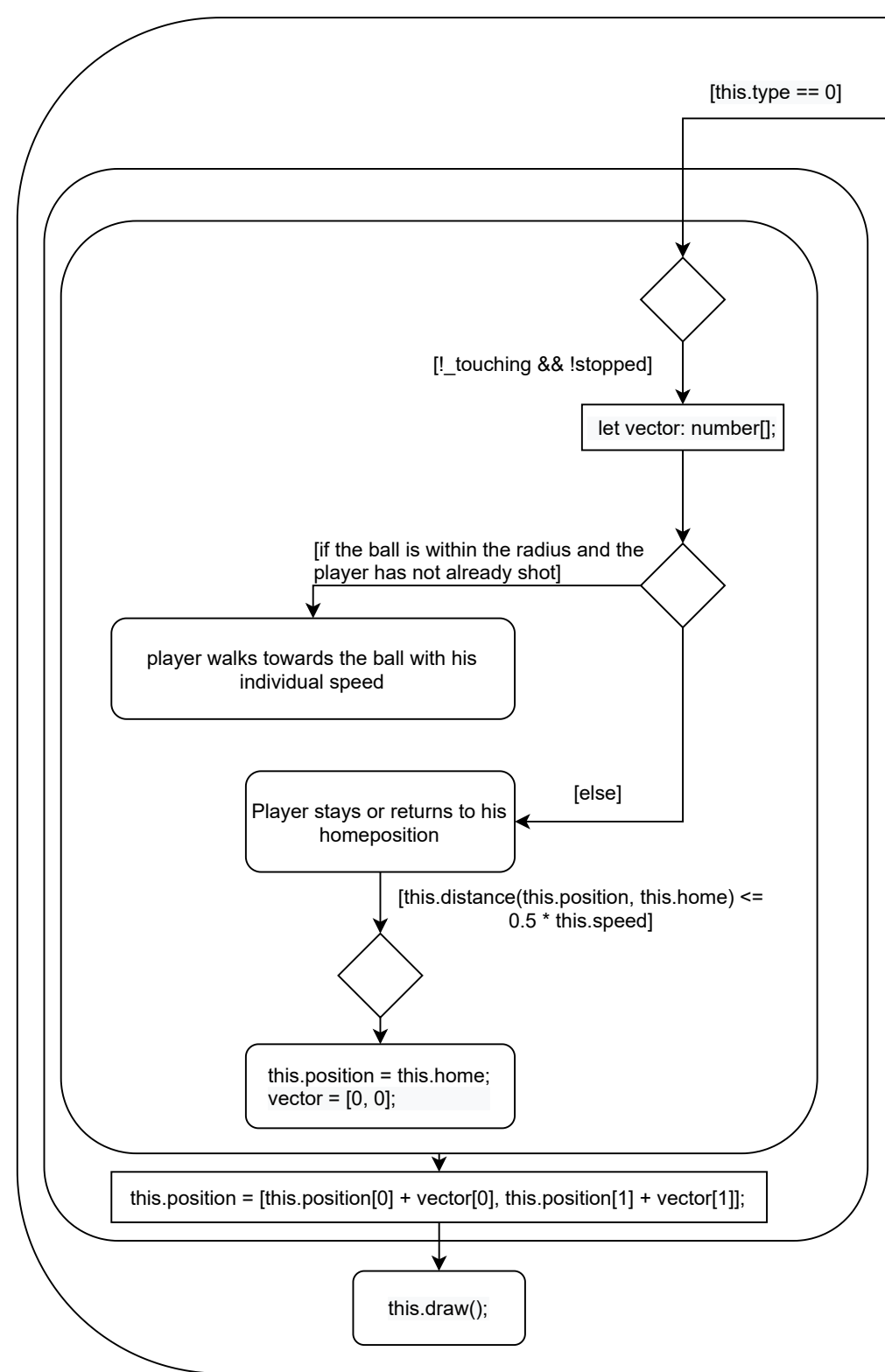
player.trikotAdjustment (trikotOne, trikotTwo) 
player.update (ball, touching) 

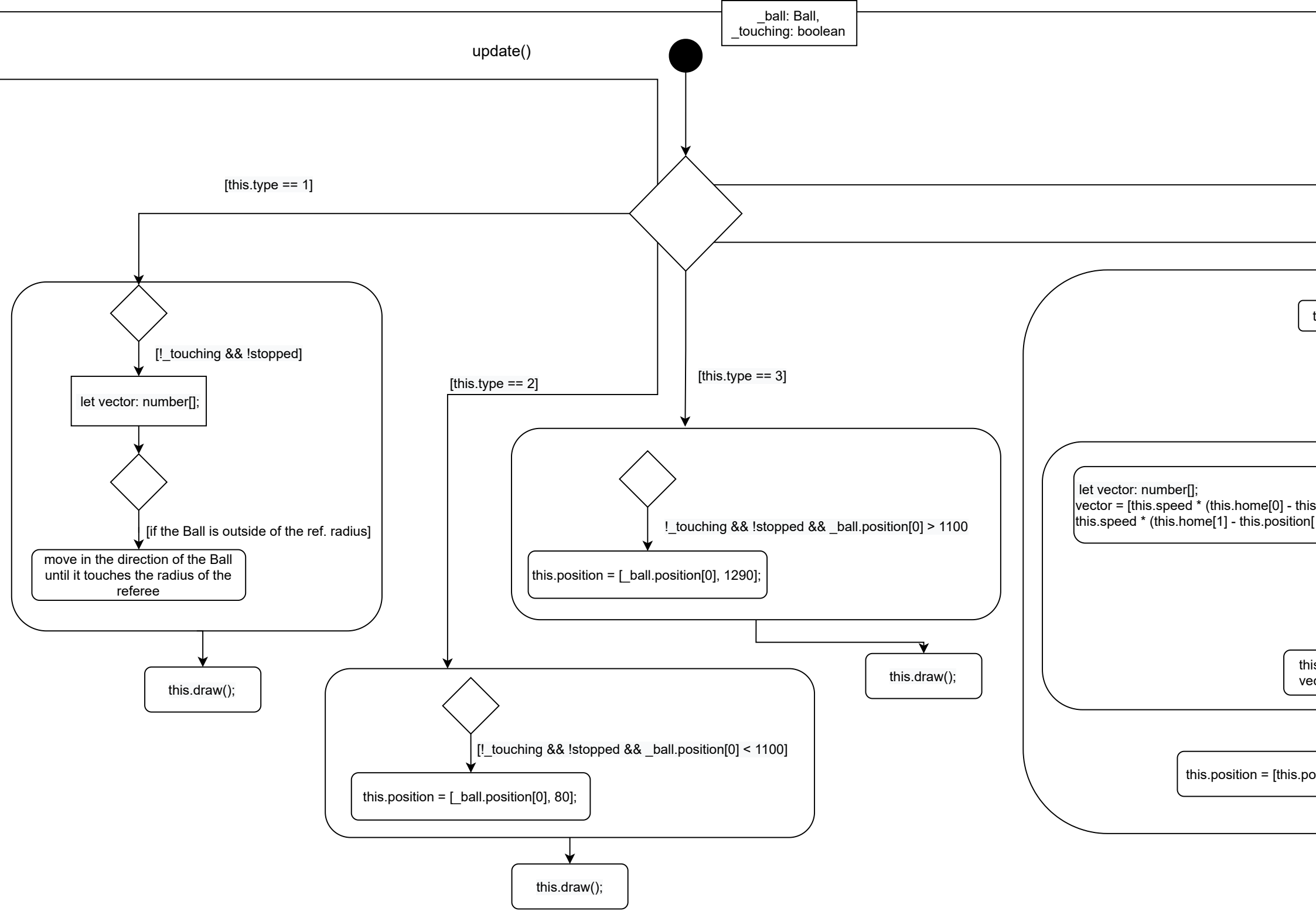
ball.update (touching) 

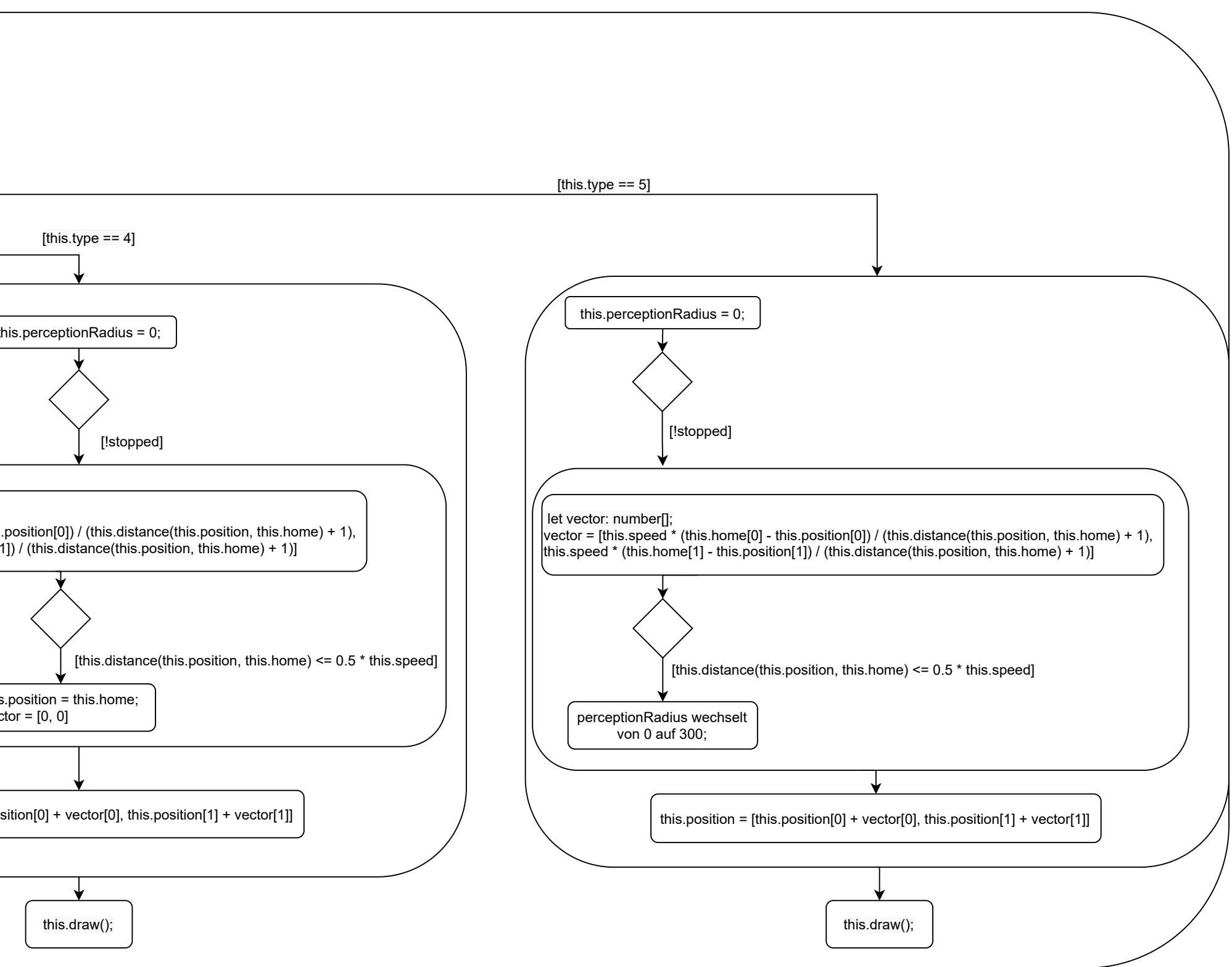


Aktivitätsdiagramm Player









Aktivitätsdiagramm Ball

