

```
mountain
Position: x = 0; y = 150
height: 300
```

```
mountain2
Position: x = 0; y = 300
height: 150
```

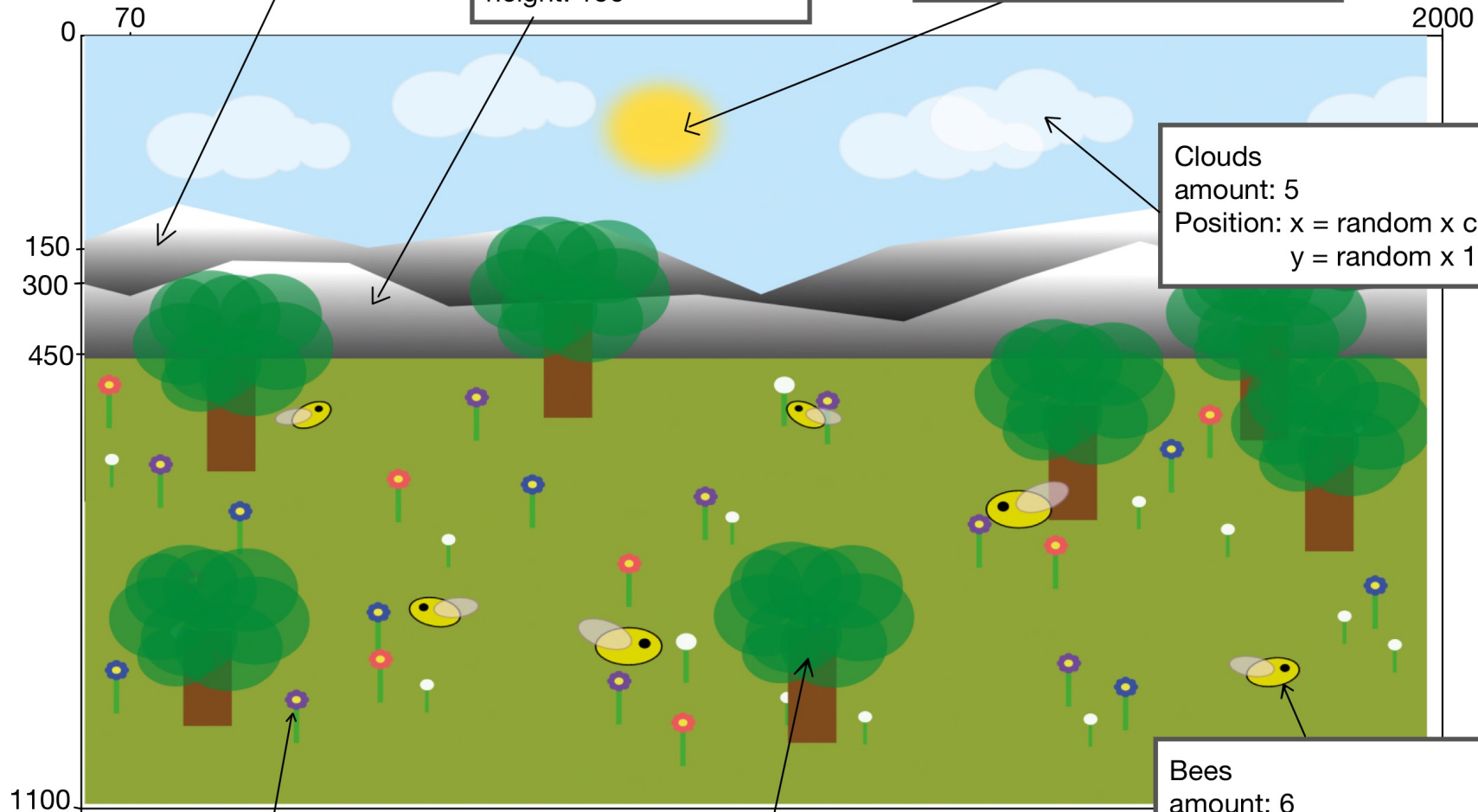
```
DayNightCycle
Position: x = 70; y = Math.PI
cycle = timeScale
```

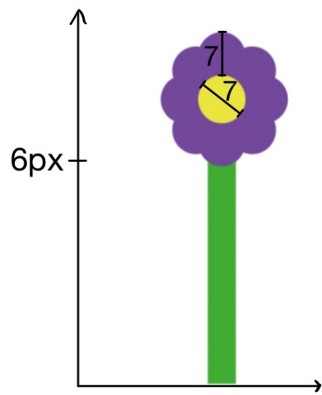
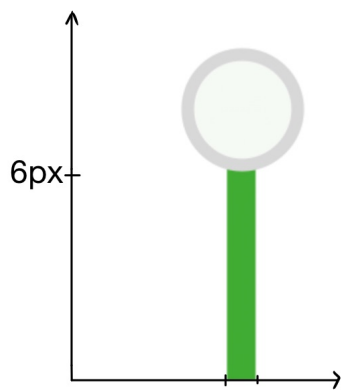
```
Clouds
amount: 5
Position: x = random x canvas.width
          y = random x 100 + 50
```

```
Bees
amount: 6
Position: x = random x canvas.width
          y = random x 800 + 300
```

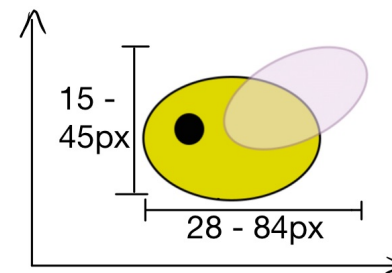
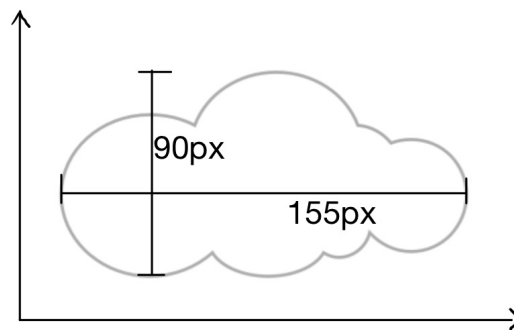
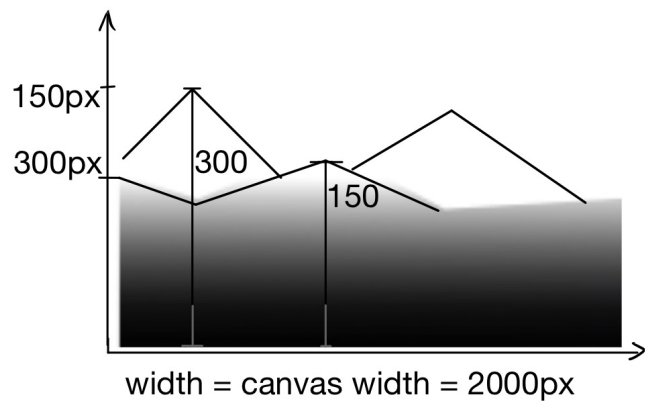
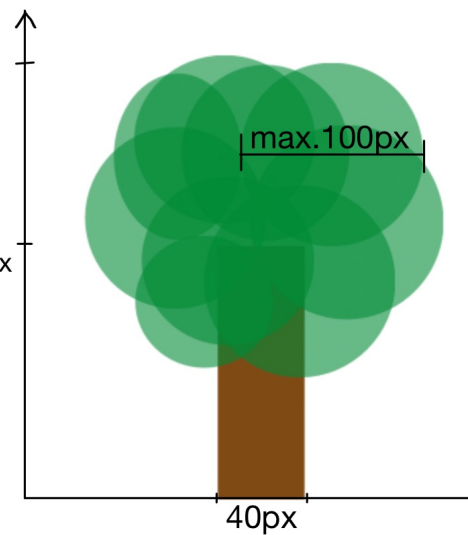
```
Flowers
amount: 200
Position: x = random x canvas.width
          y = random x 1050 + 460
```

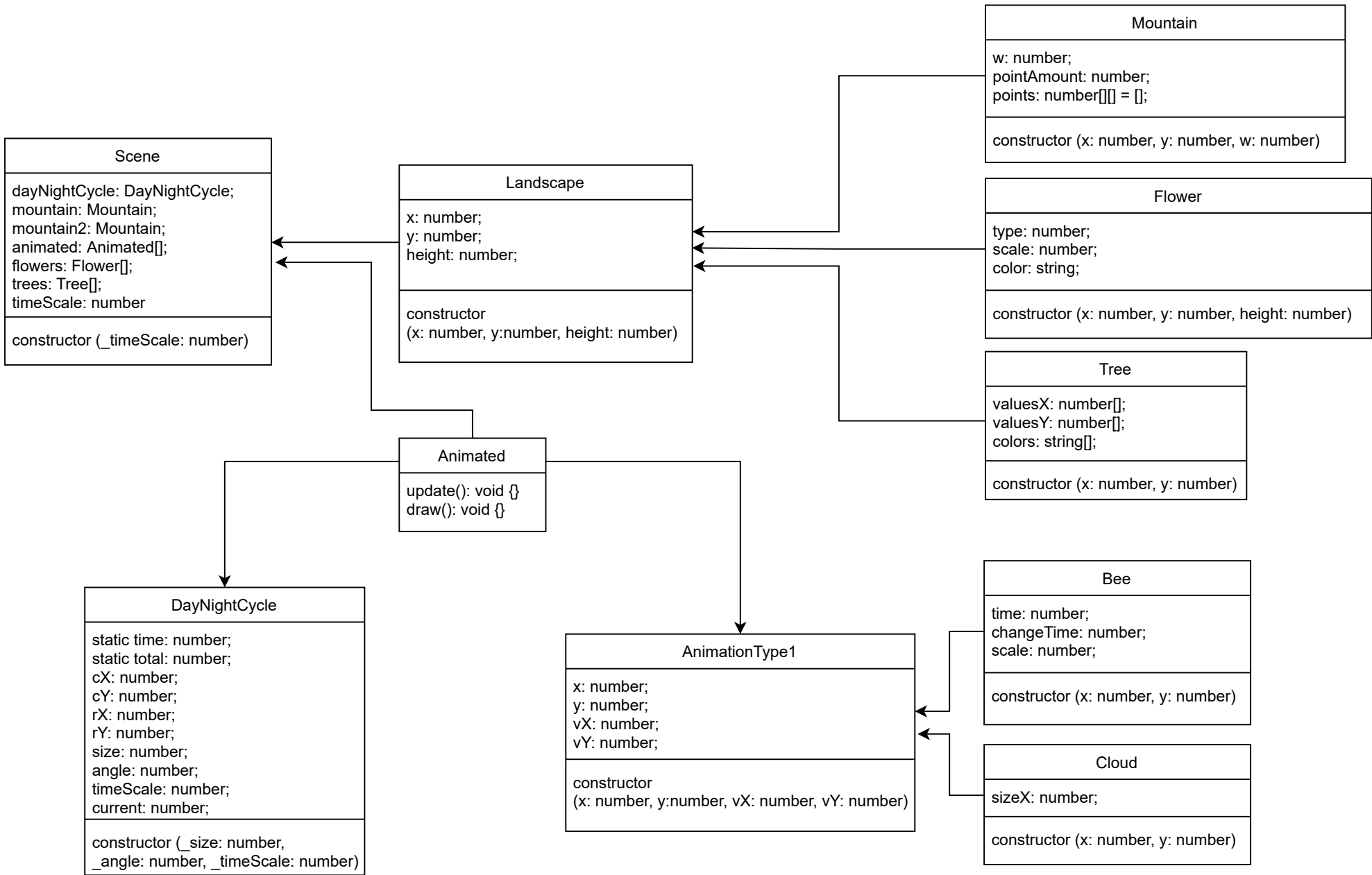
```
Trees
amount: 12
Position: x = random x canvas.width
          y = random x 1050 + 450
```



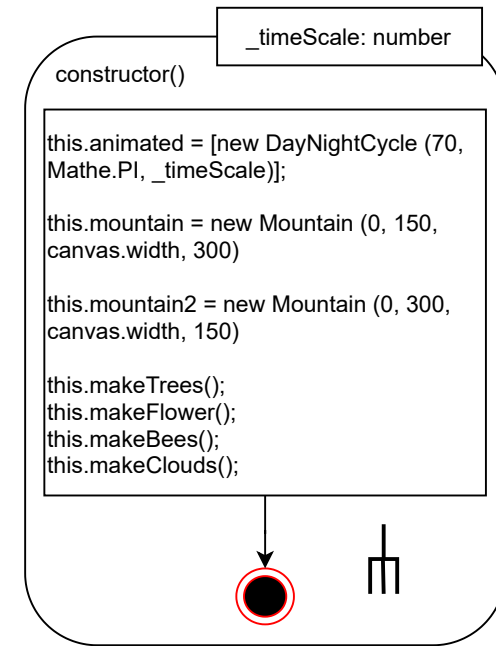
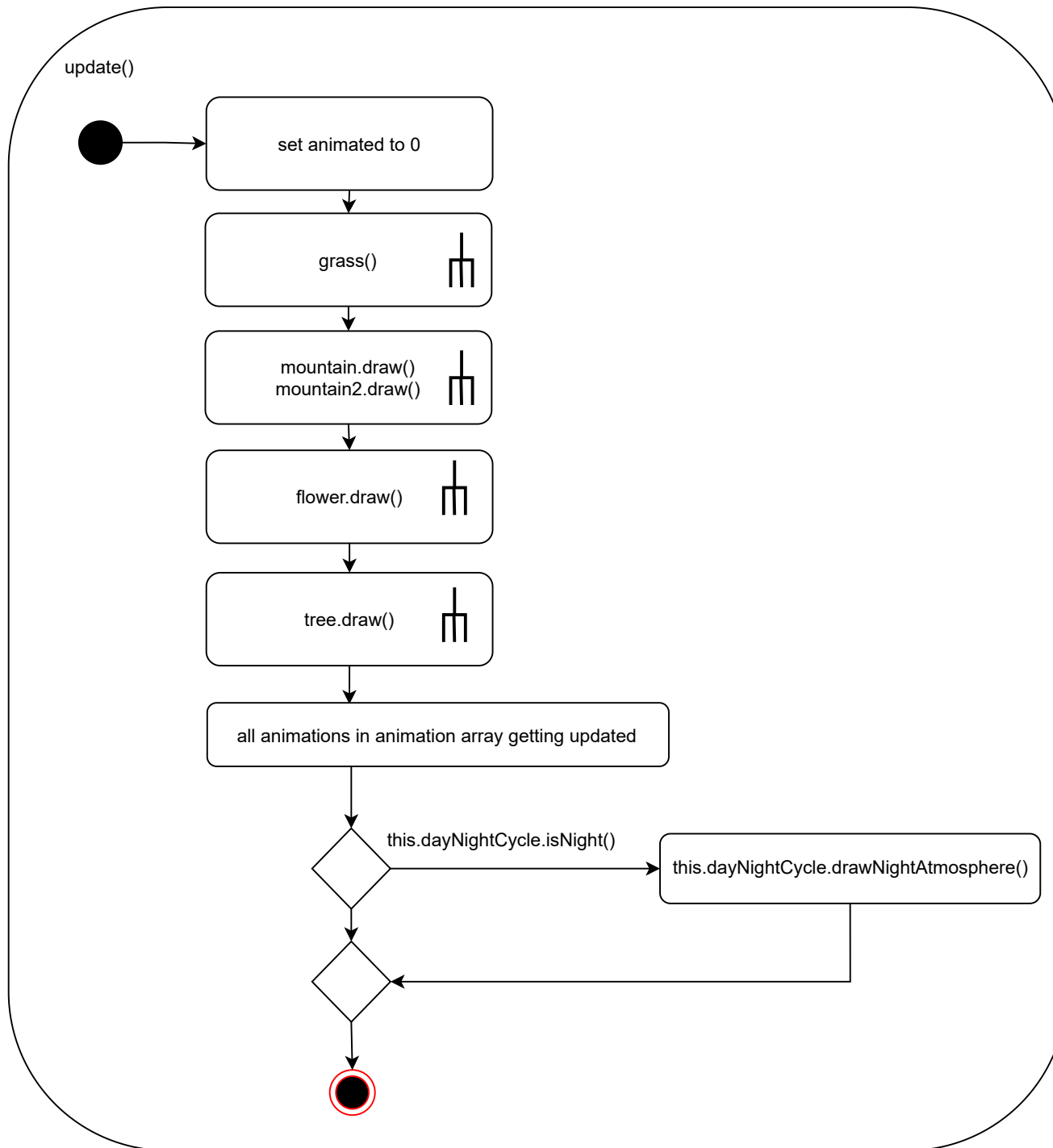


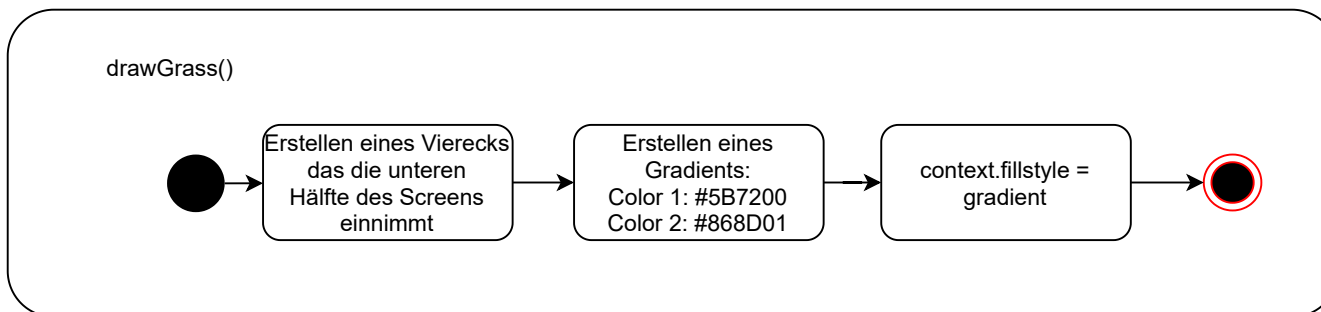
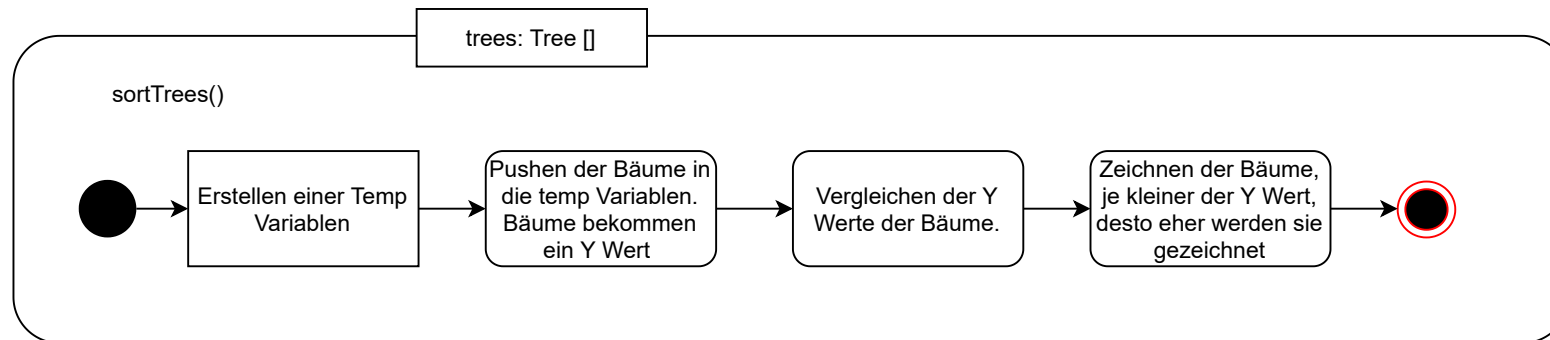
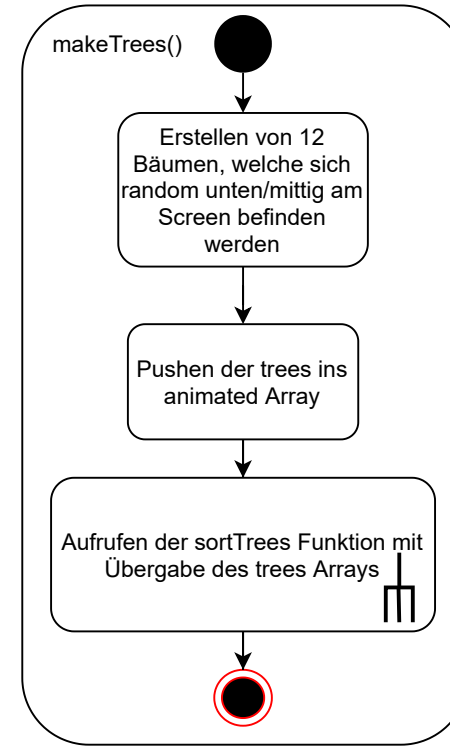
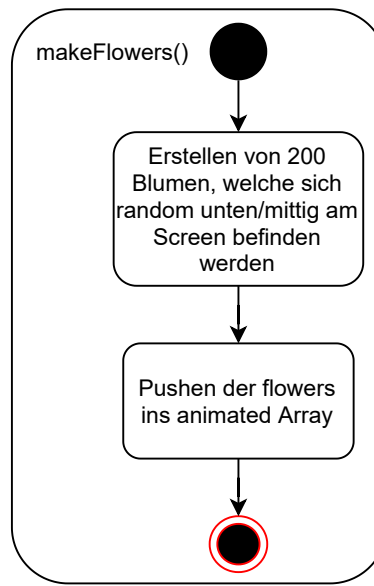
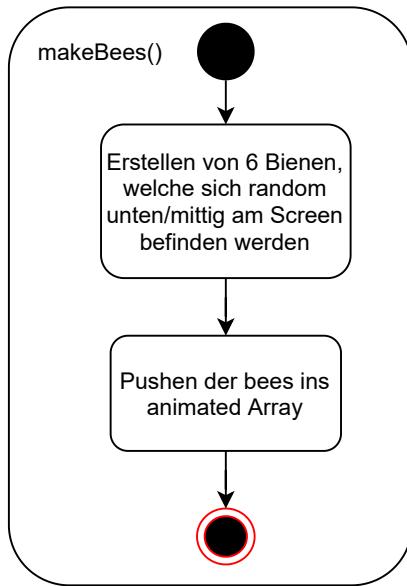
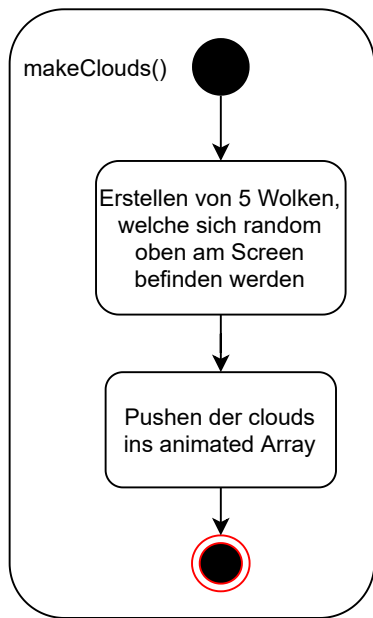
height trunk:
-150px - random x 100px



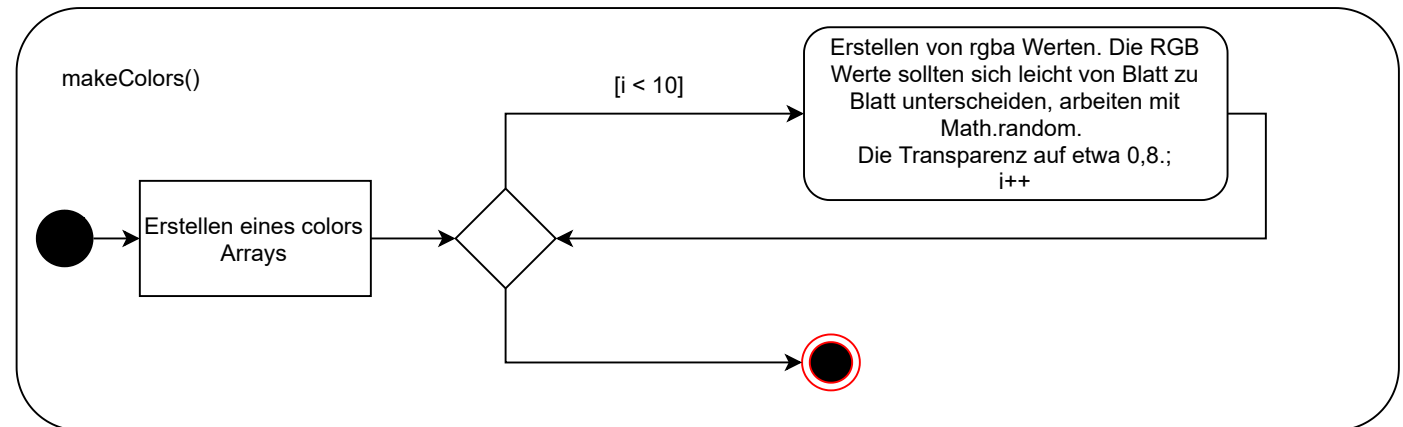
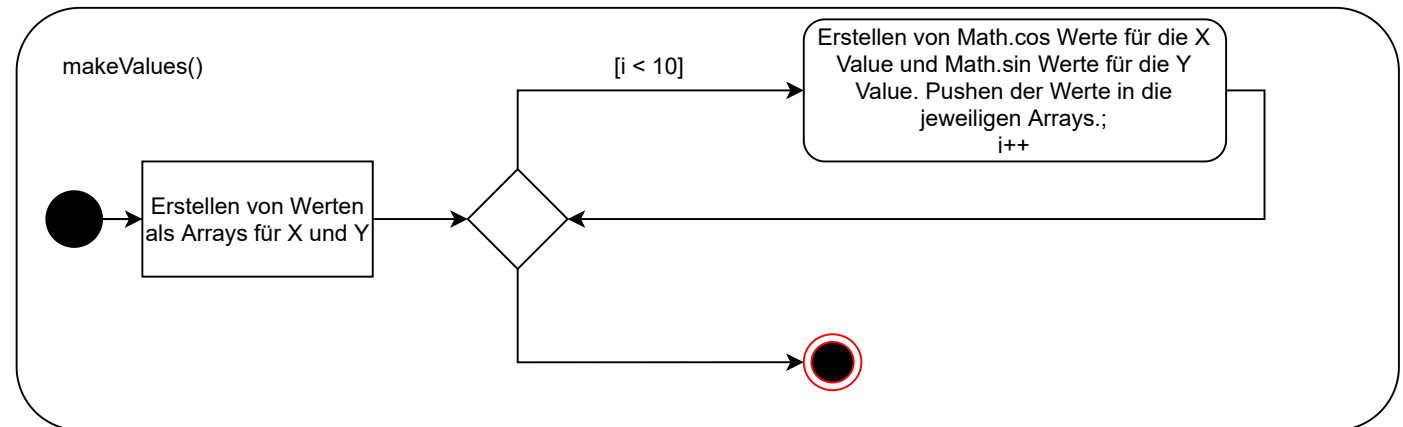
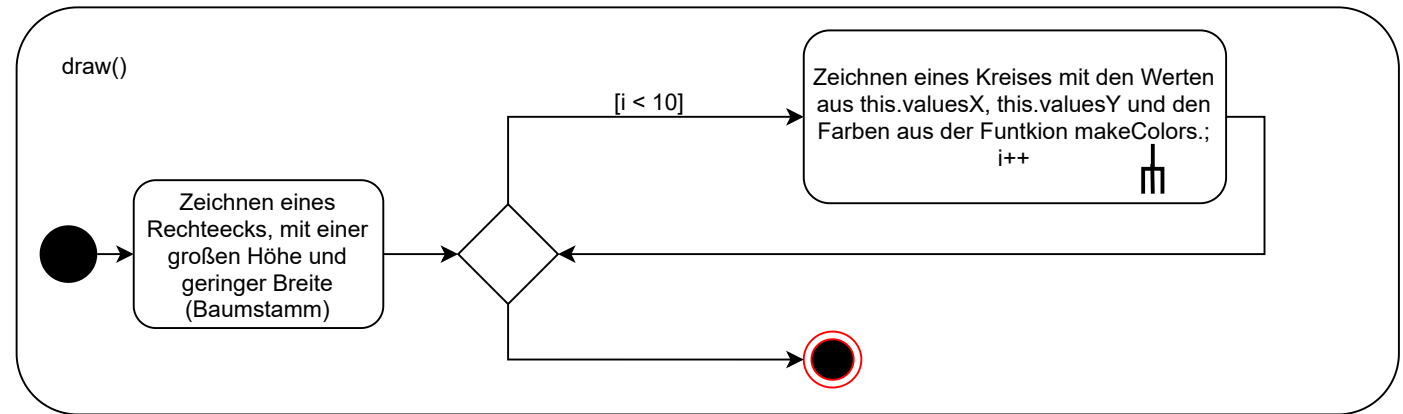
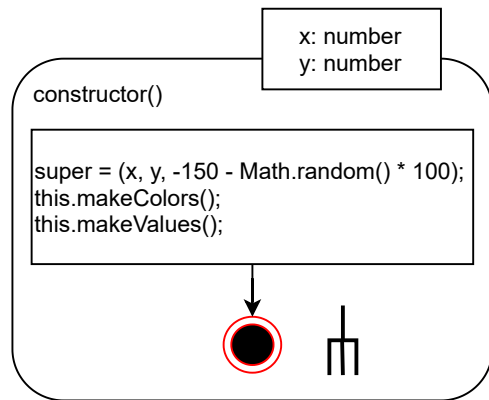


Aktivitätsdiagramm: Scene

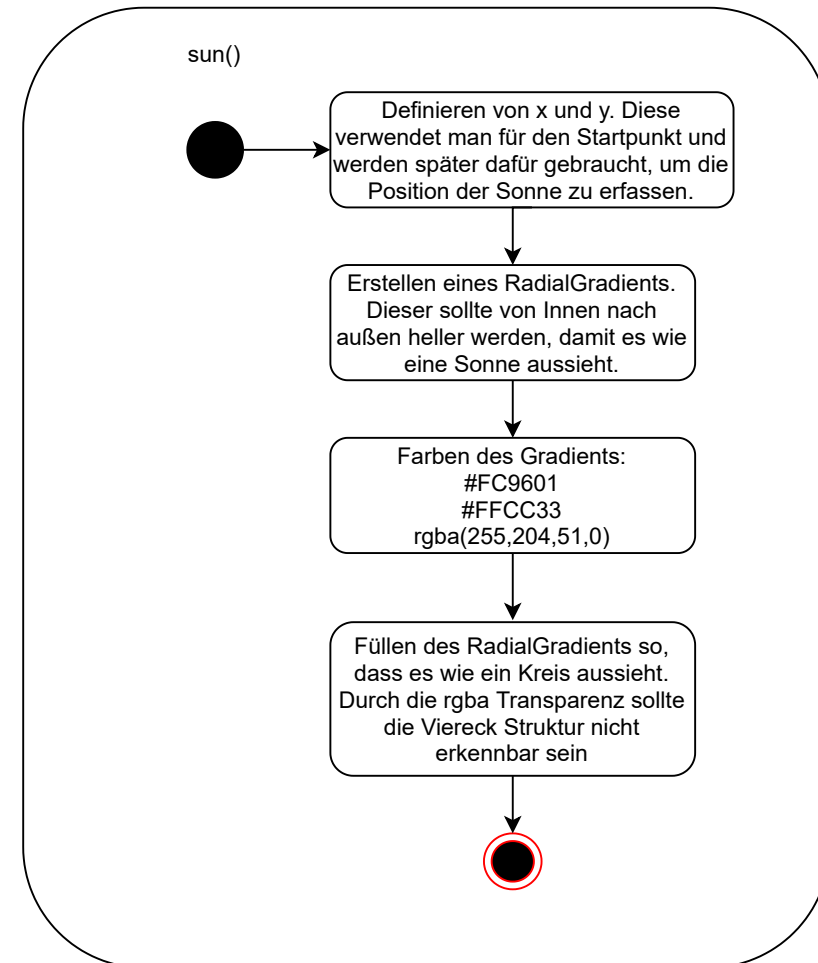
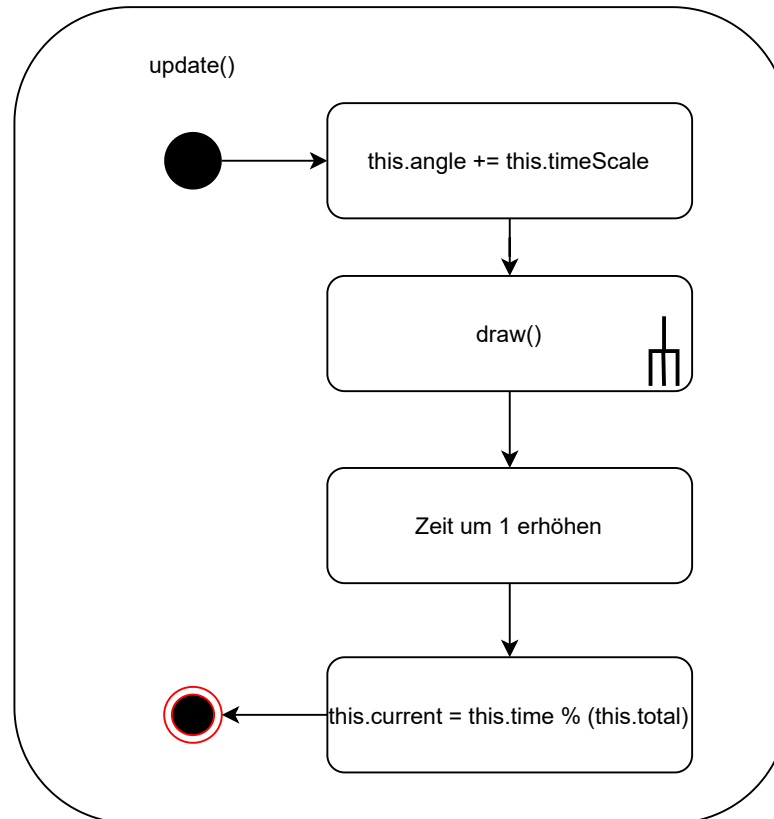
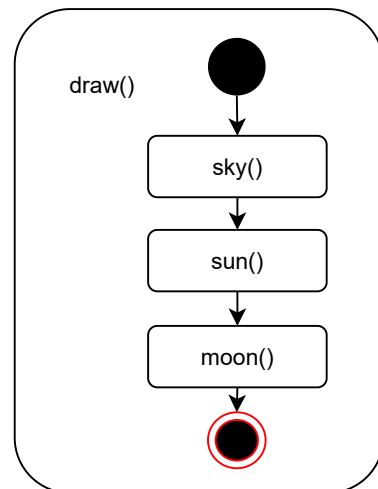
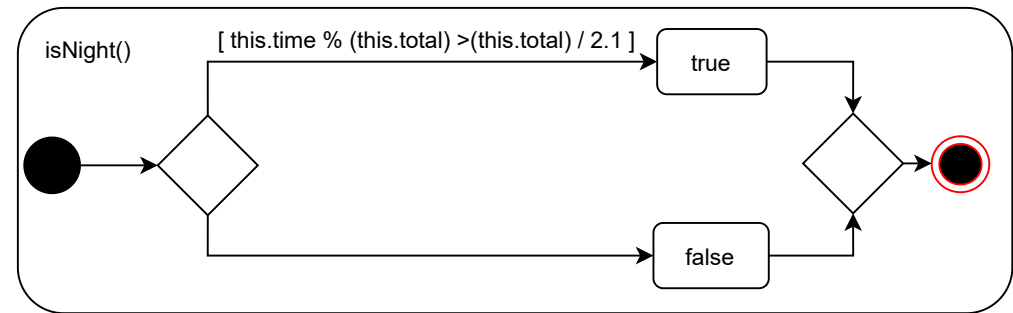
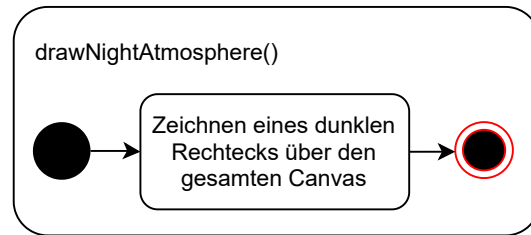
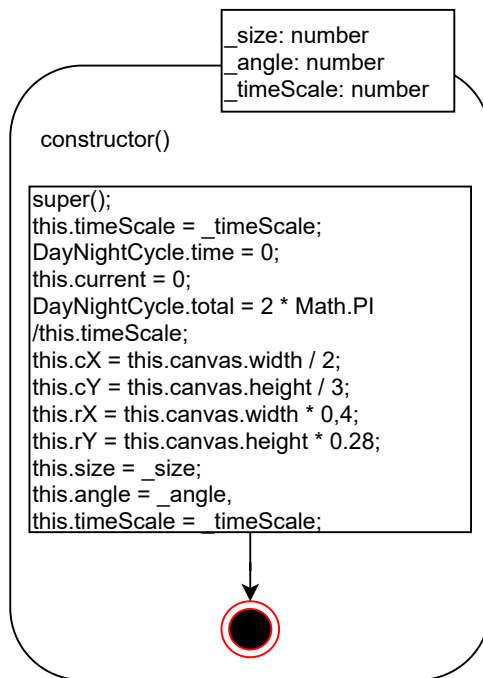


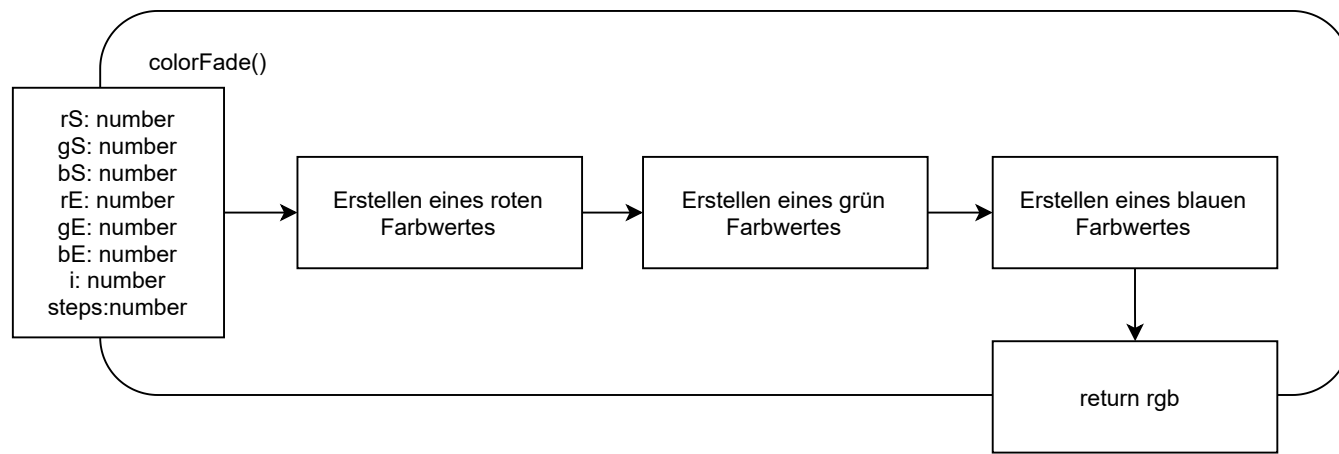
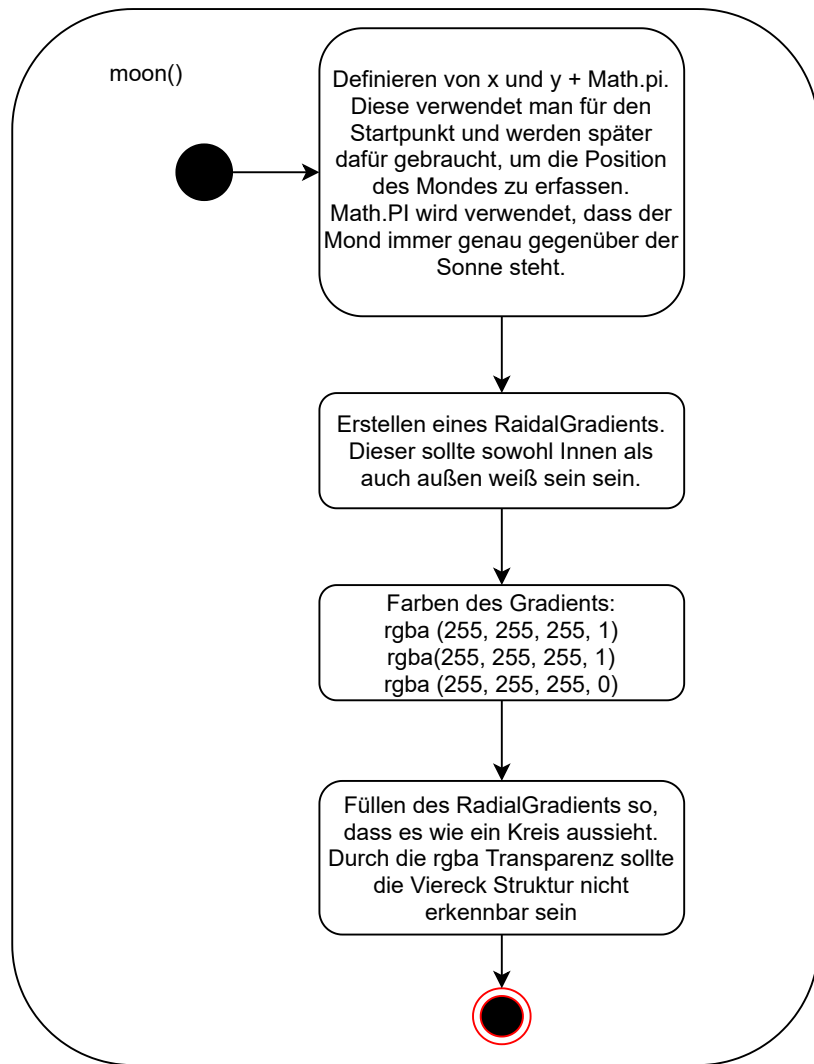


Aktivitätsdiagramm: Trees



Aktivitätsdiagramm: DayNightCycle





sky()

Erstellen eines Vierecks
das die obere
Hälfte des Screens
einnimmt

$\text{this.current} > 0 \ \&\& \ \text{this.current} < \text{this.total} * 0.02$

$\text{this.context.fillStyle} =$

`DayNightCycle.colorFade(39, 33, 78, 255, 107, 62, this.time % this.total, this.total * 0.02);`

$\text{this.current} > \text{this.total} * 0.02 \ \&\& \ \text{this.current} < \text{this.total} * 0.6$

$\text{this.context.fillStyle} =$

`DayNightCycle.colorFade(255, 107, 62, 181, 214, 224, this.time % this.total - (this.total * 0.02), this.total * 0.04);`

$\text{this.current} > \text{this.total} * 0.06 \ \&\& \ \text{this.current} < \text{this.total} * 0.44$

$\text{this.context.fillStyle} = \text{"rgb(181, 214, 224)"};$

$\text{this.current} > \text{this.total} * 0.44 \ \&\& \ \text{this.current} < \text{this.total} * 0.47$

$\text{this.context.fillStyle} =$

`DayNightCycle.colorFade(181, 214, 224, 255, 107, 62, this.time % this.total - (this.total * 0.44), this.total * 0.03);`

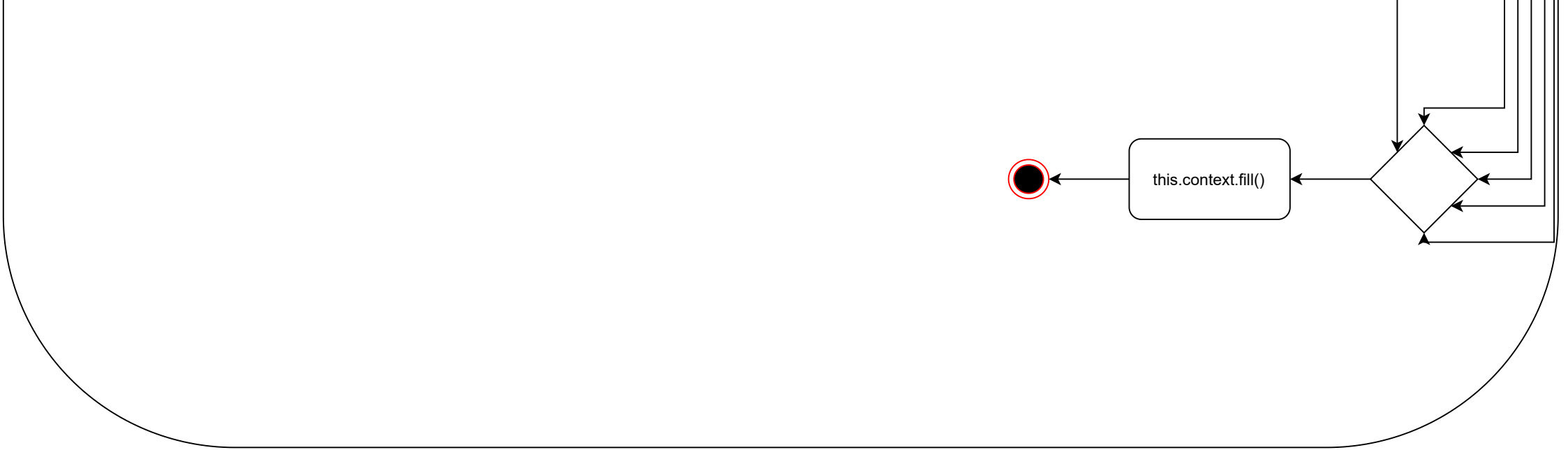
$\text{this.current} > \text{this.total} * 0.02 \ \&\& \ \text{this.current} < \text{this.total} * 0.6$

$\text{this.context.fillStyle} =$

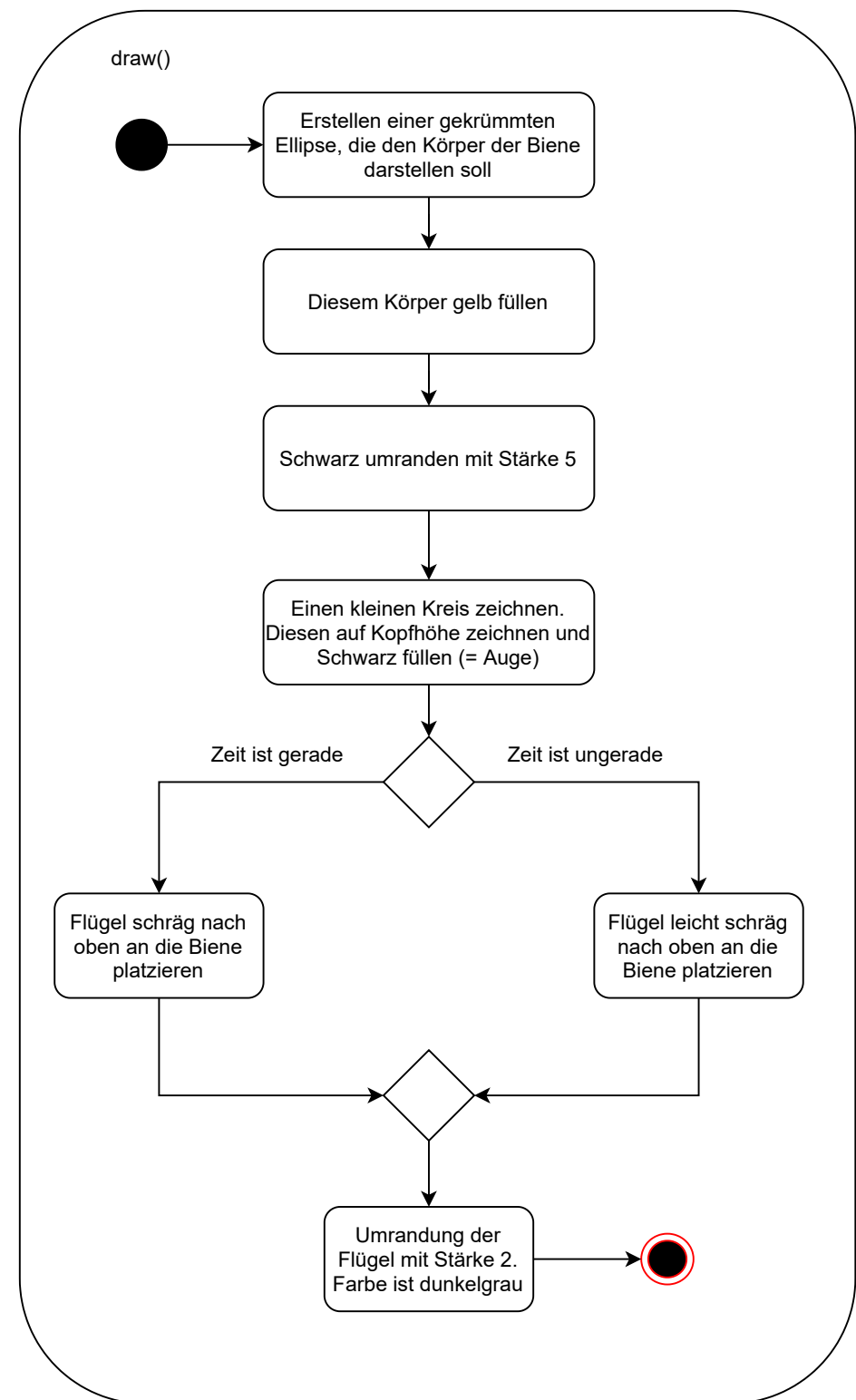
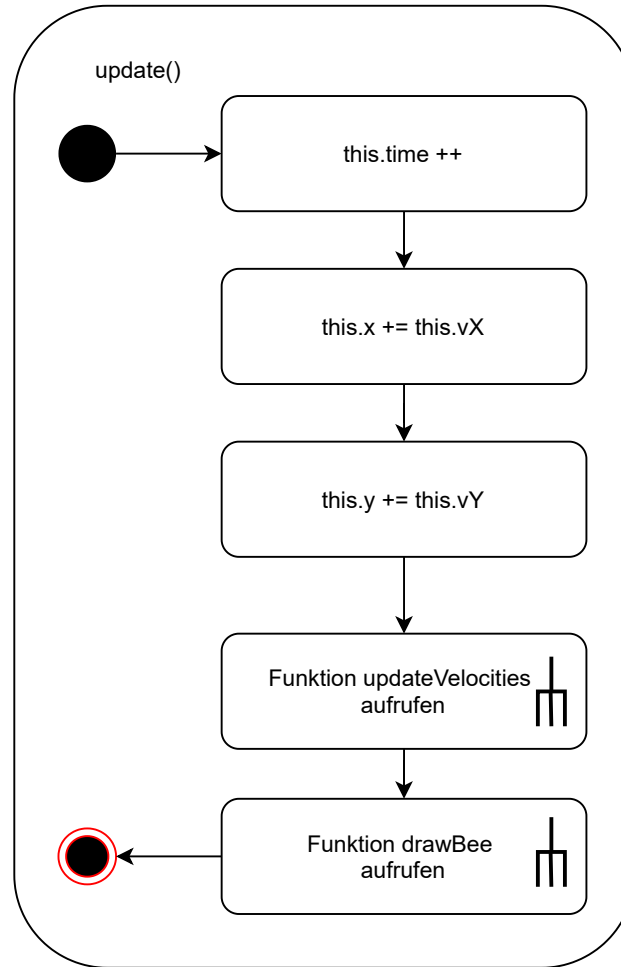
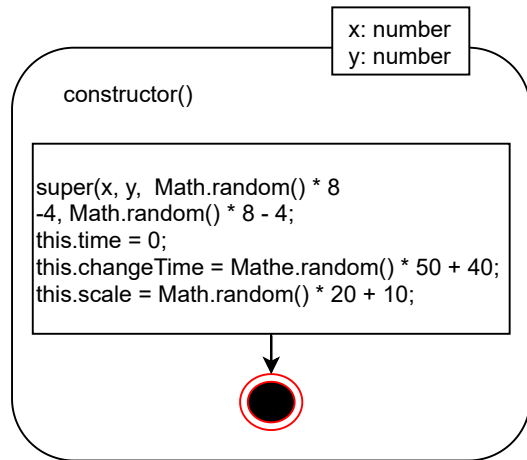
`DayNightCycle.colorFade(255, 107, 62, 39, 33, 78, this.time % this.total - (this.total * 0.47), this.total * 0.03);`

$\text{this.current} > \text{this.total} * 0.5 \ \&\& \ \text{this.current} < \text{this.total}$

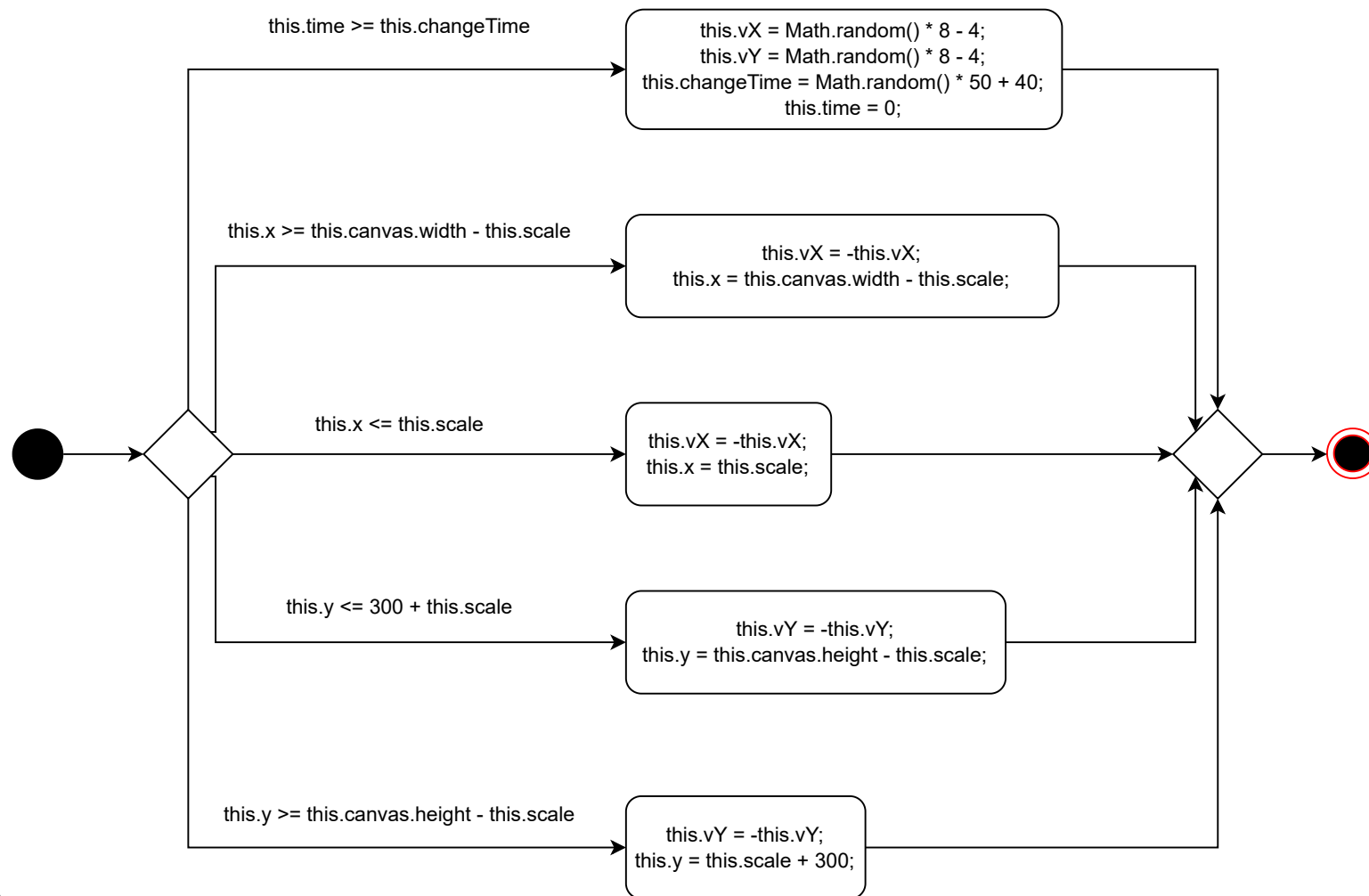
$\text{this.context.fillStyle} = \text{"rgb(39,33,78)"};$



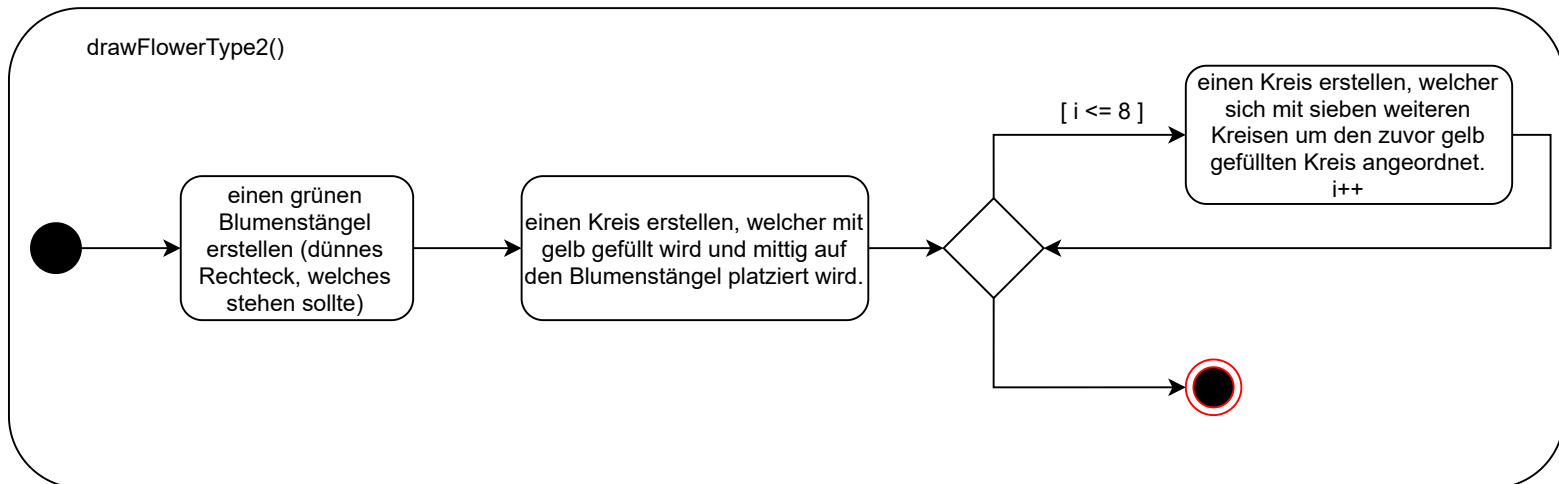
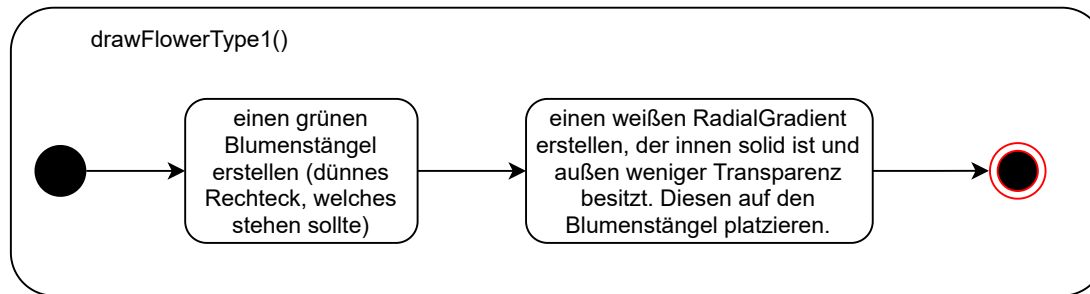
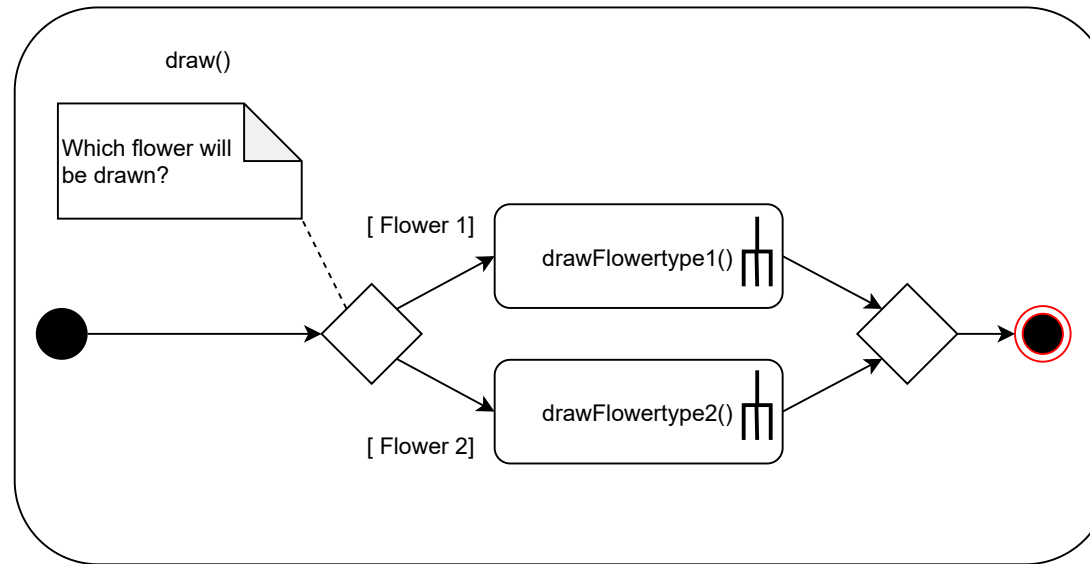
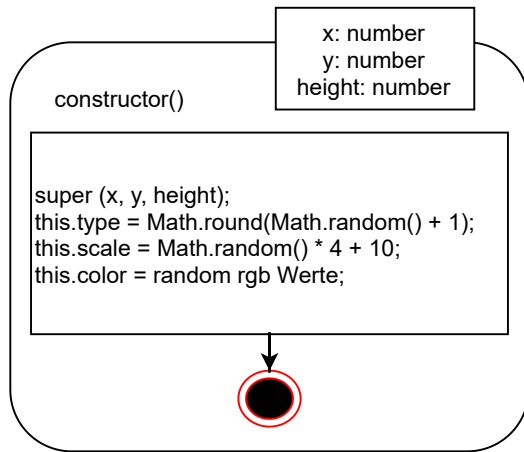
Aktivitätsdiagramm: Bee



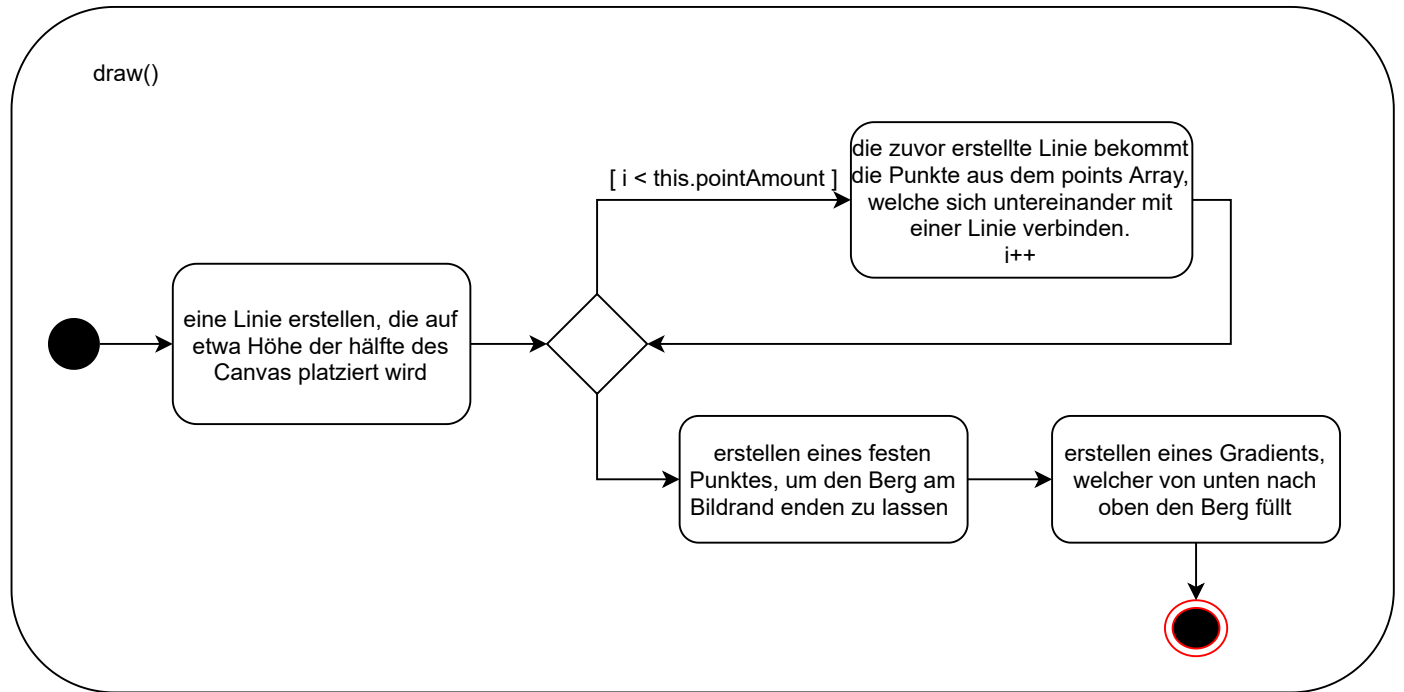
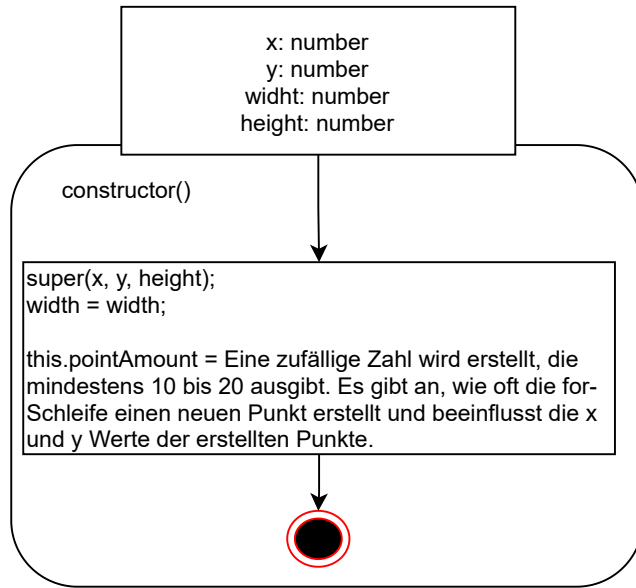
updateVelocities()



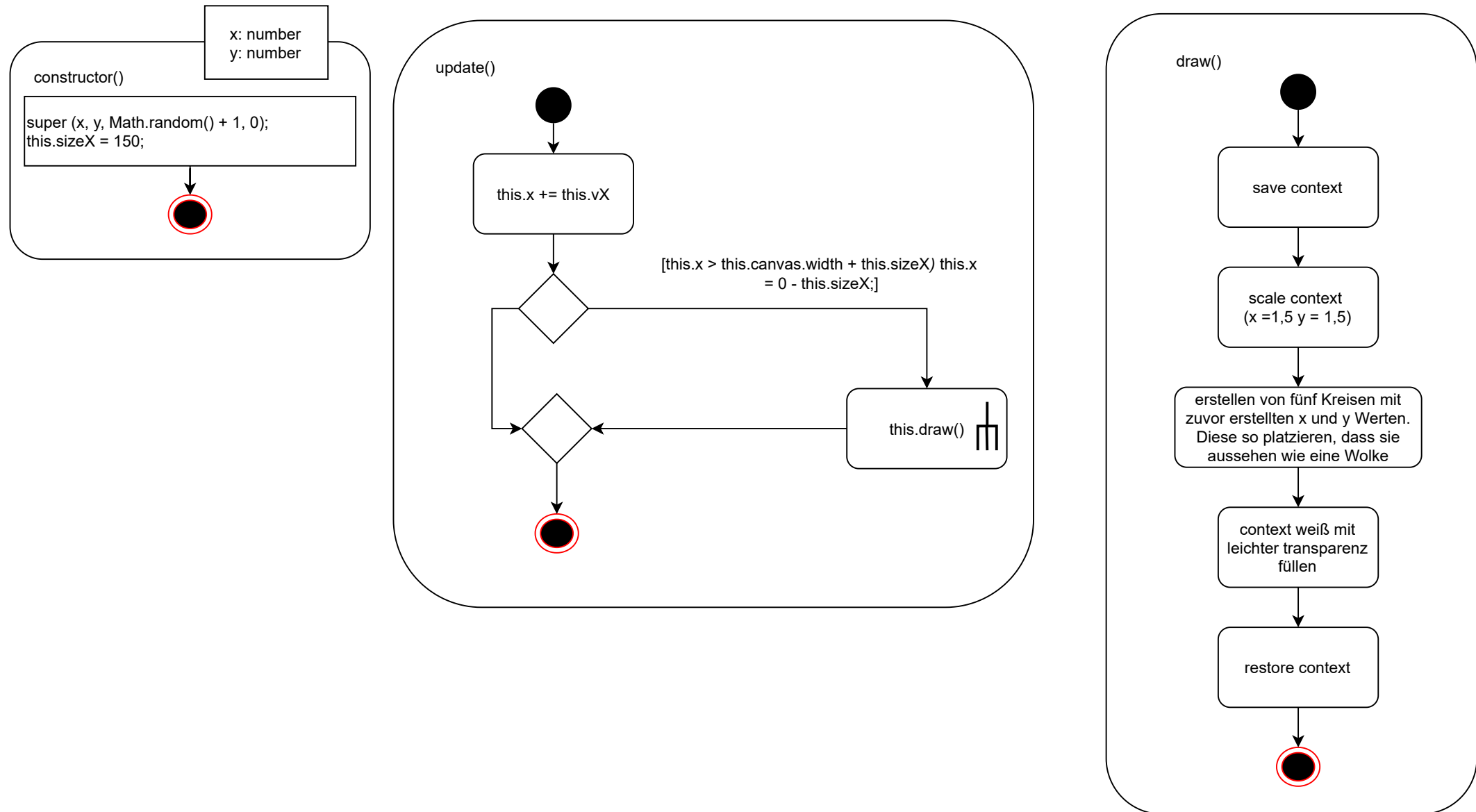
Aktivitätsdiagramm: Flower



Aktivitätsdiagramm: Mountain



Aktivitätsdiagramm: Cloud



Aktivitätsdiagramm: Script

```
timeScale: number = 0.005;  
(kann angepasst werden, beeinflusst die Geschwindigkeit,  
in der der Tag zur Nacht wird und umgekehrt)  
scene: Scene = new Scene(timeScale);  
setInterval (updateAll, 30)
```

