Text box in which the user types his essay

Text box

#x: int #y: int #color: color #value: int

#myTextArea: textArea

#cp5: ControlP5

#changeWidth(int value) #changeHeight(int

value)

Moving particles which generate the waterfall

Animals that come to the source to drink

Particles

#x: int #y: int #vel: int #mass: int #radius: int #acc: int

#displayColor: color

#moveParticles() #displayParticles() #resolveCollisions() #setNewLayout() #keyPressed()

Animals

#x: int #y: int #speed: int #maxImages: int #imageIndex: int #image; PImage #sequences[]: array

#progress() #animalDisplay() #animalMove()