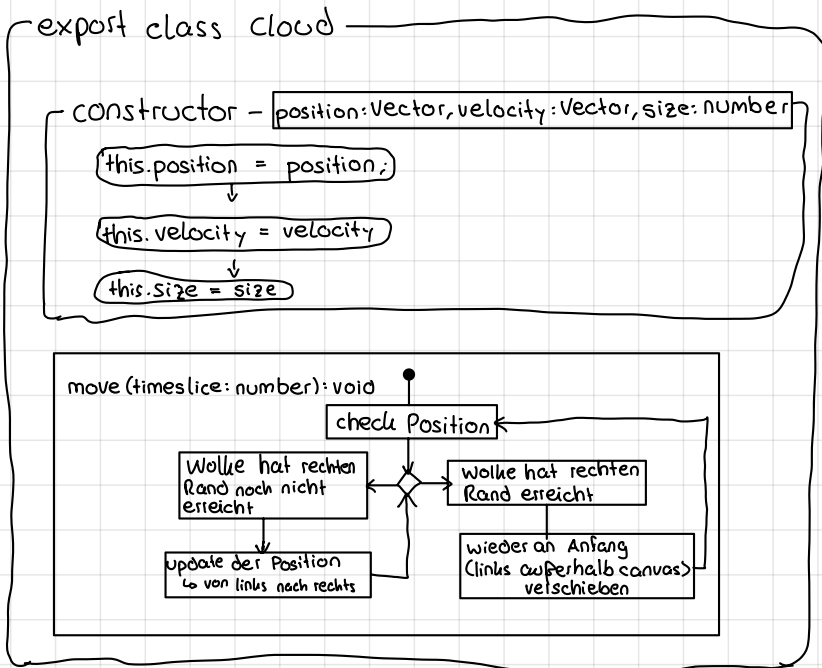
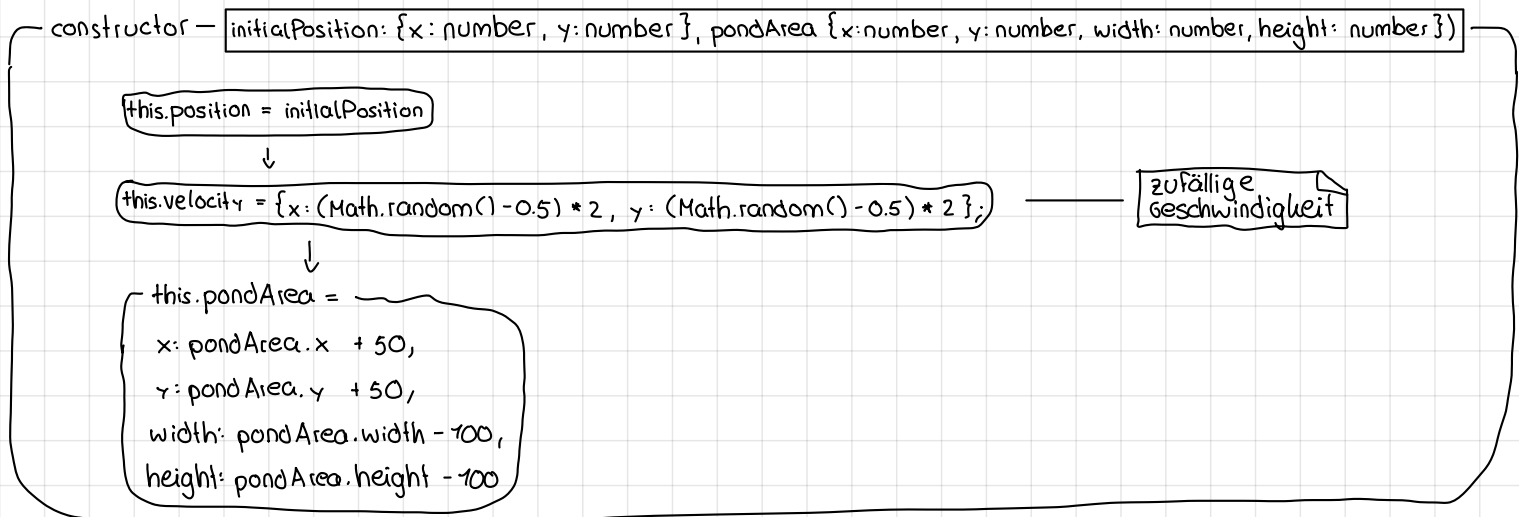


Cloud.ts



duck.ts

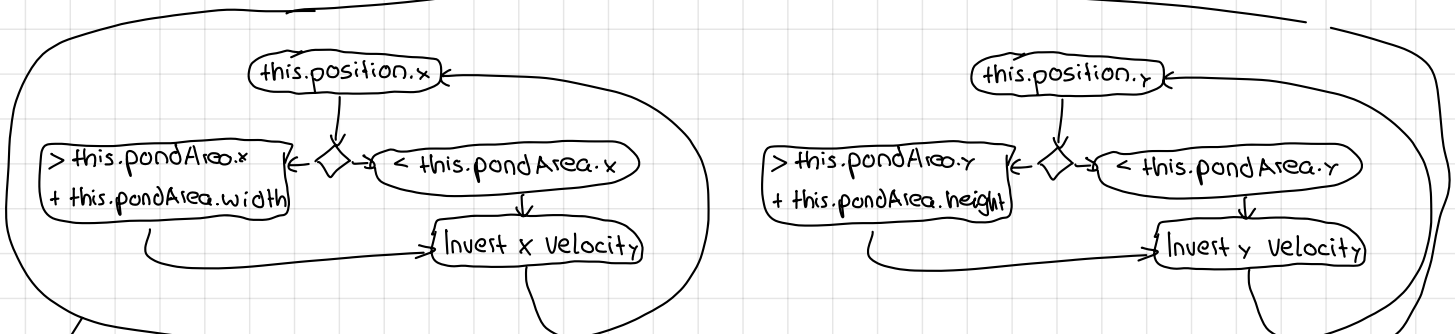


updatePosition

`this.position.x += this.velocity.x`

↓

`this.position.y += this.velocity.y`



Sonst würden Enten aus Teich "schwimmen"