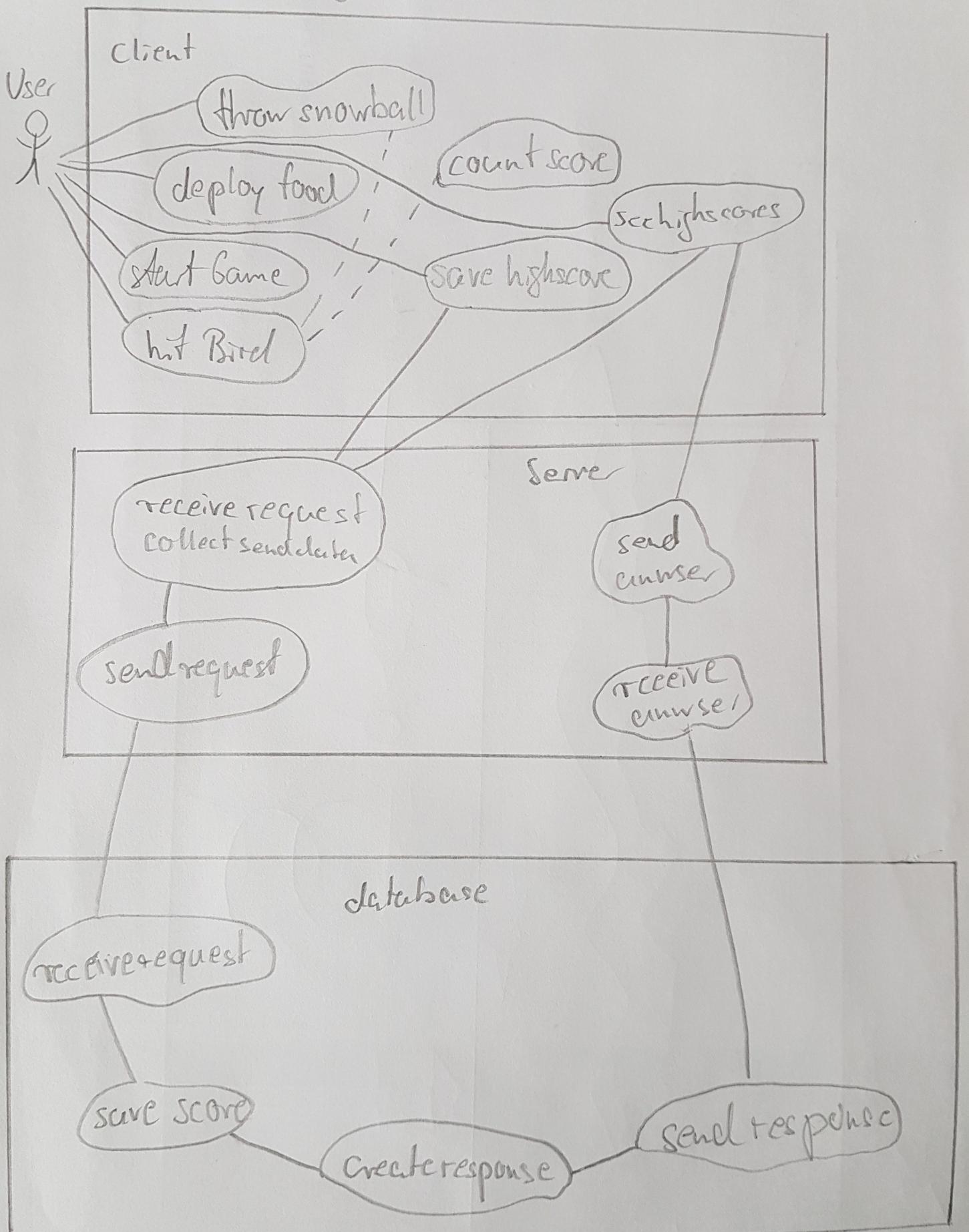


# Use-Case - Diagramm



<div> dynamic  
<div> <math>4R^2</math>

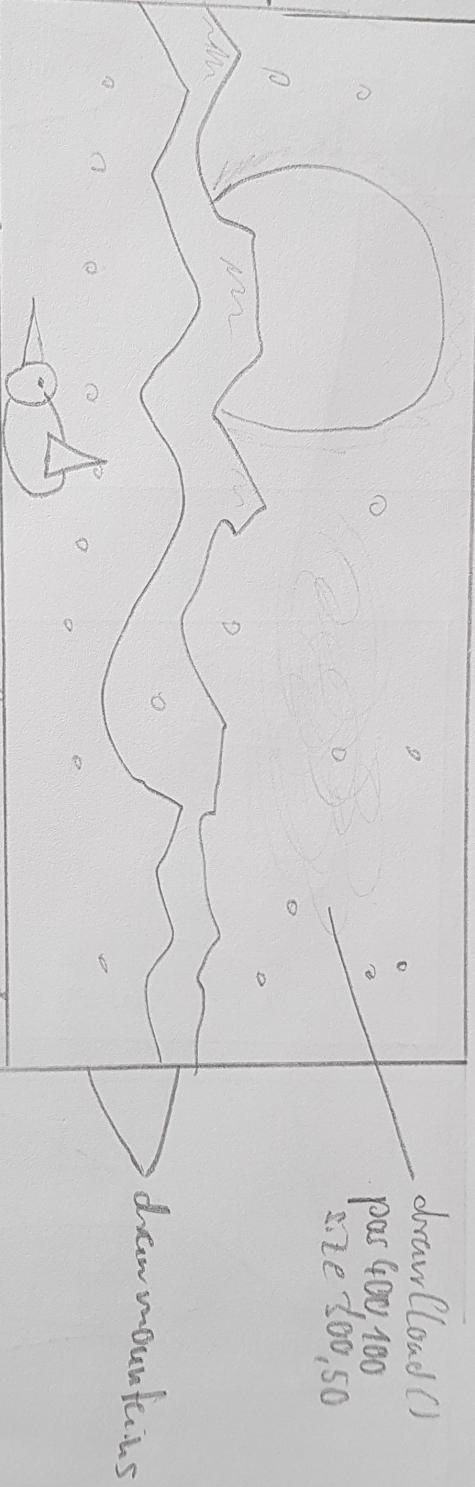
Time:  
Highscore:

# UI - Scribble / running Game

Canvas  
800x600px

drawCloud()  
pas 400, 100  
x2e 200, 50

drawCloud()



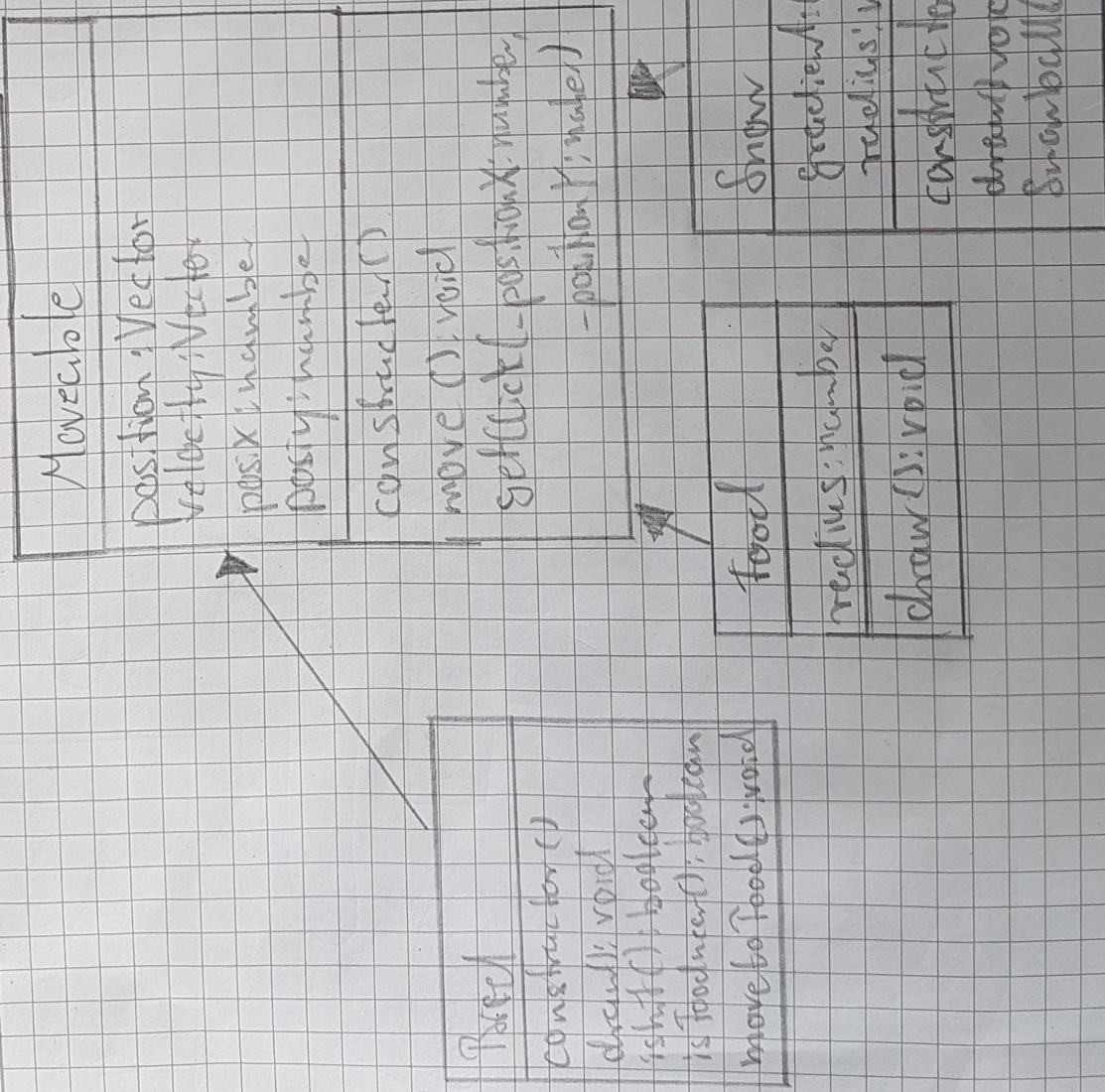
Birds fly with random velocity

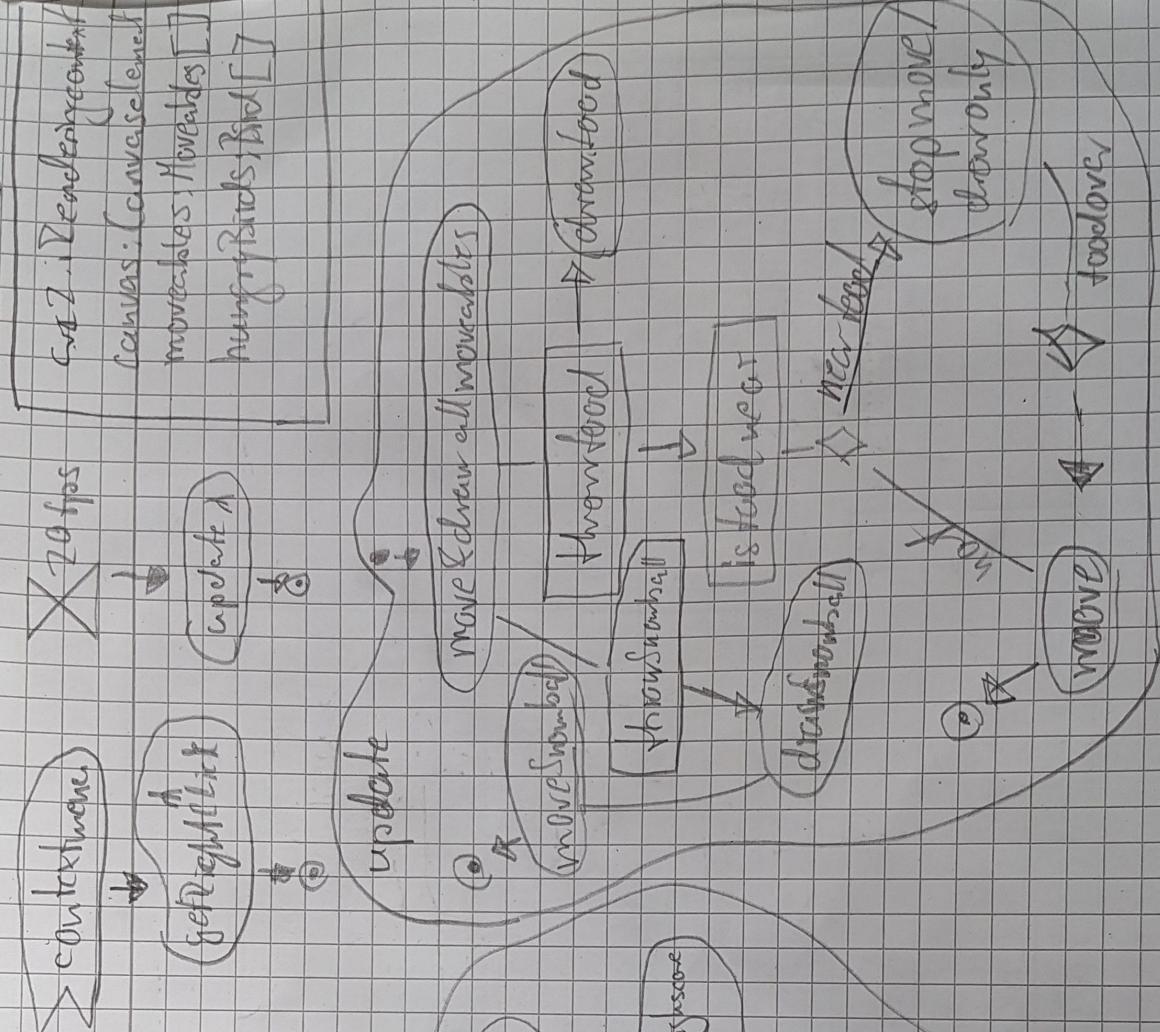
deploy food at chosen position  
birds nearby stop

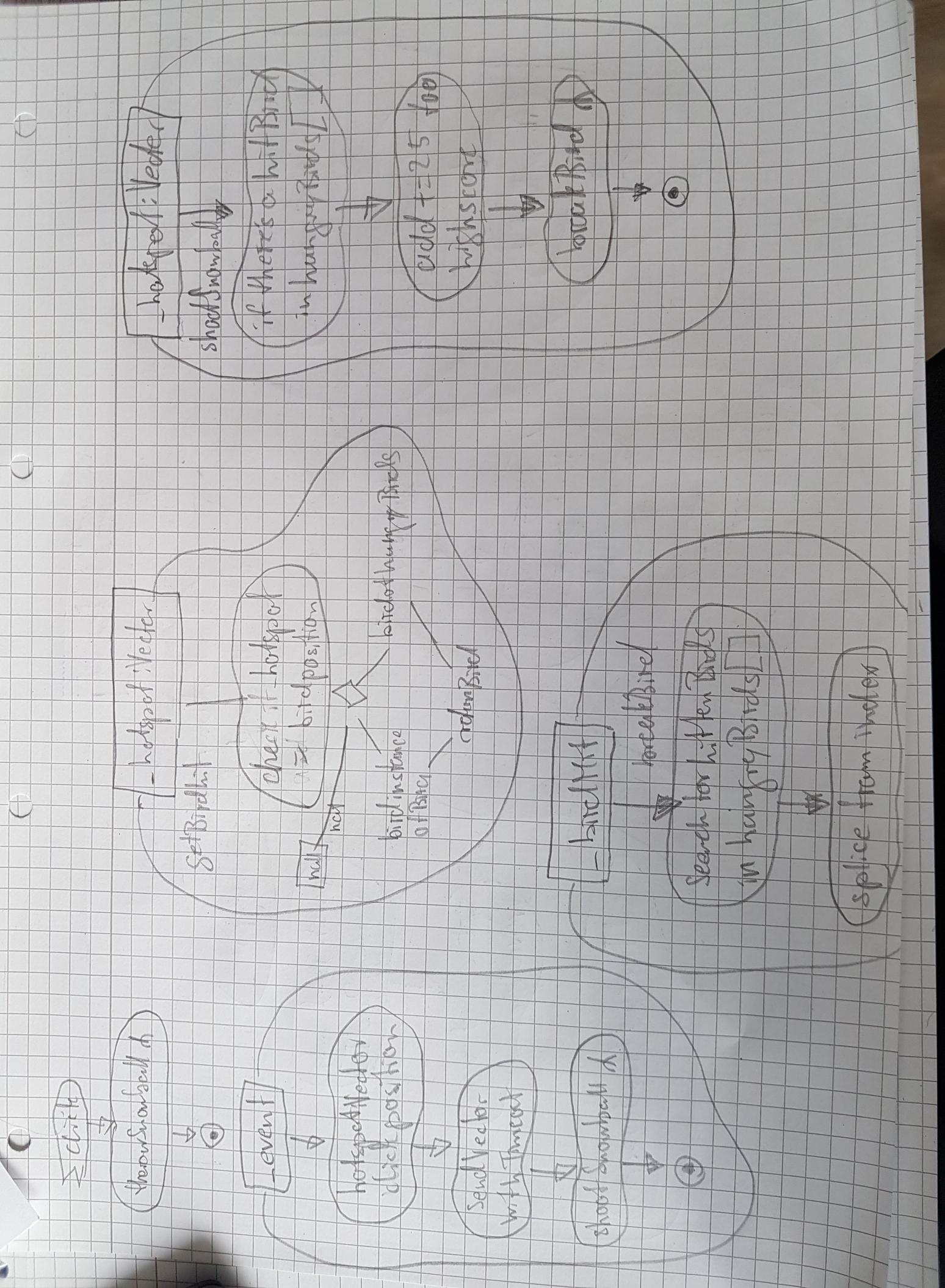
throw snowball at chosen position in canvas

drawRedhouse  
drawSnowman  
h. f. Birds  
& set score

## Class-Diagram







event  
getRightClick()

Hotspot = Vector  
with start position

new Food(hotspot)

new Food()

hotspot

throw Food

check, any Bird is  
near the food drawn at hotspot

push Bird into  
hungryBirds[]

splice bird from  
moveables

set Timeout (foodover, h)

push remaining  
Birds back in  
moveables

clear hungryBirds[]