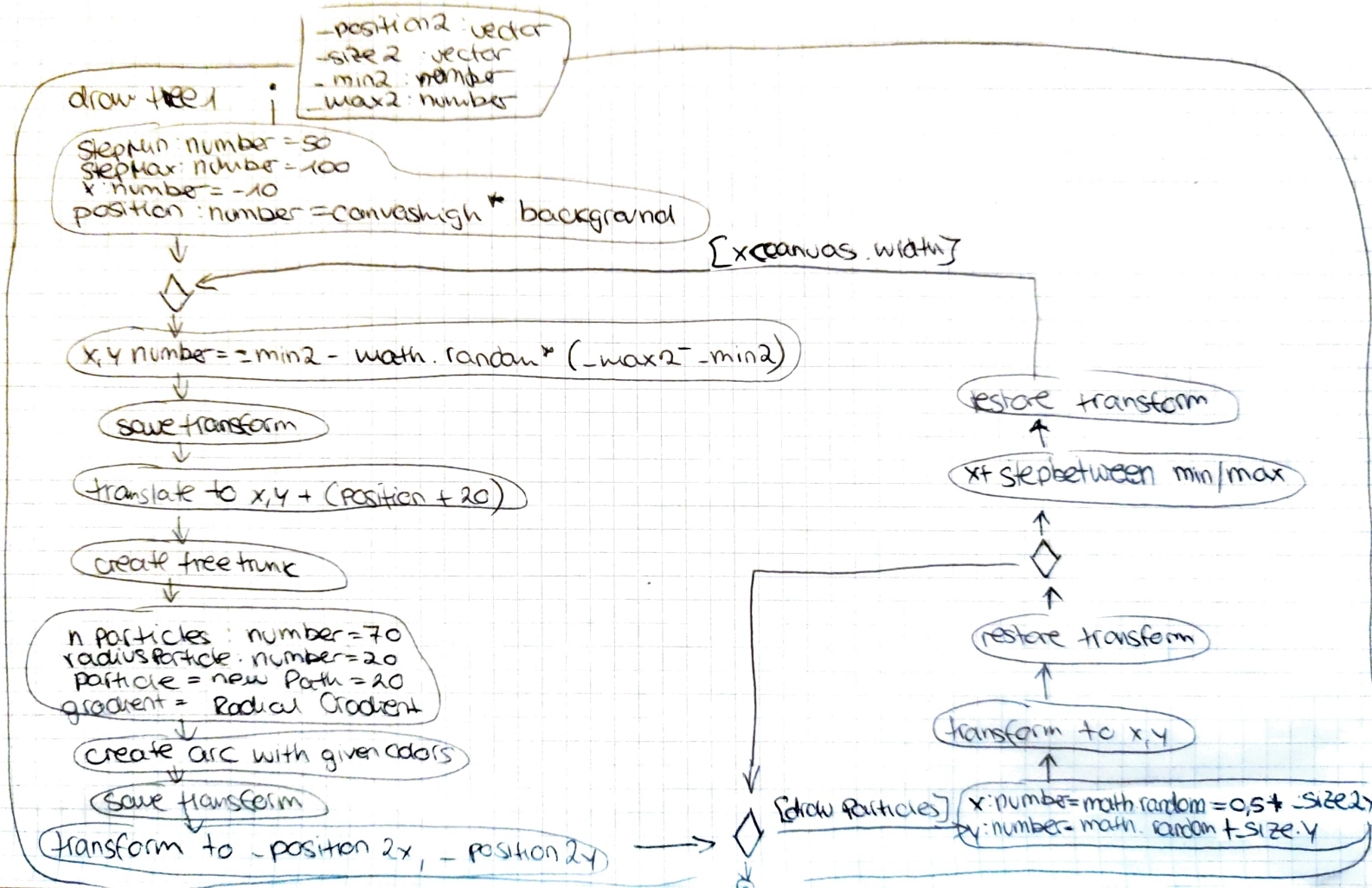
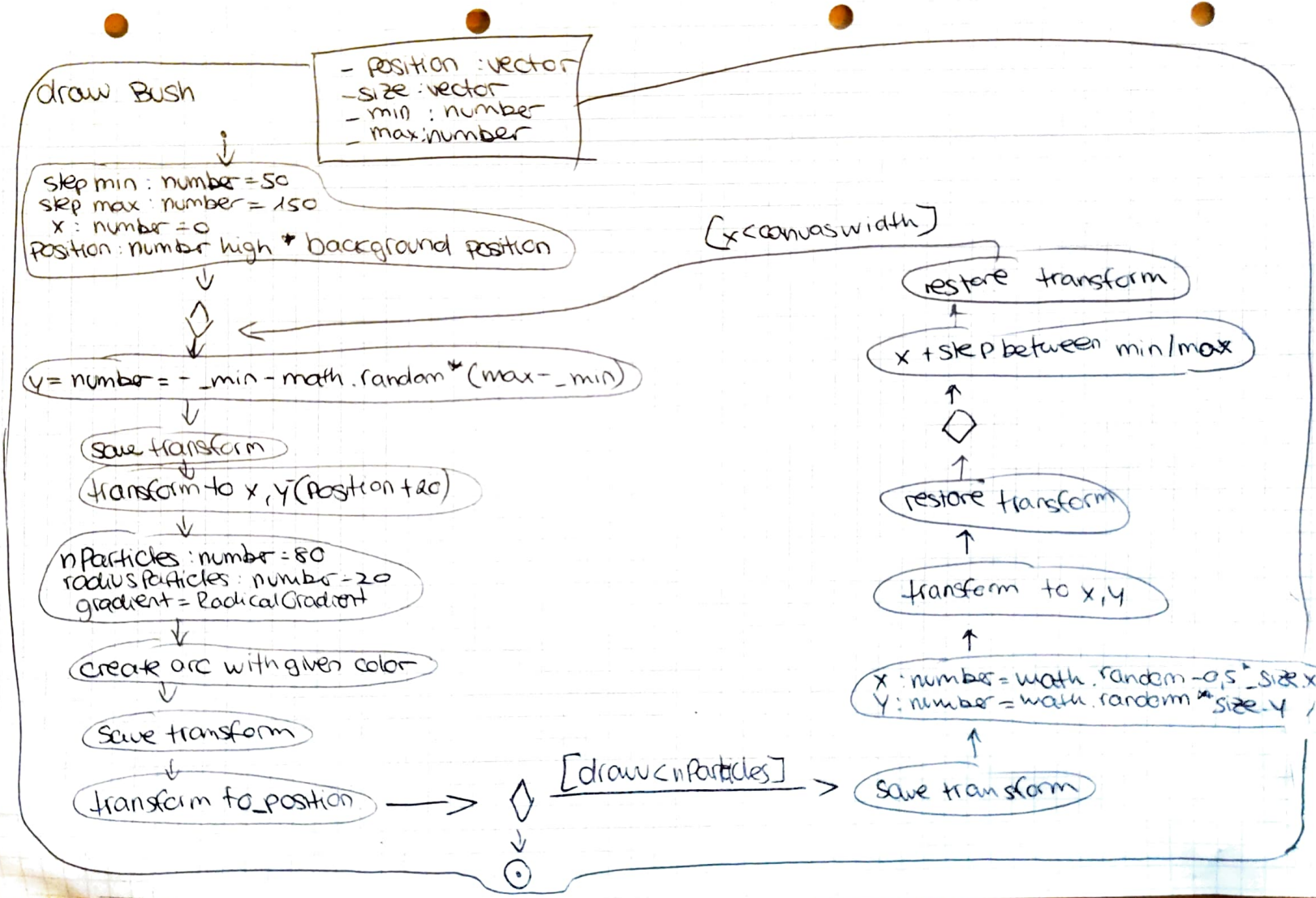
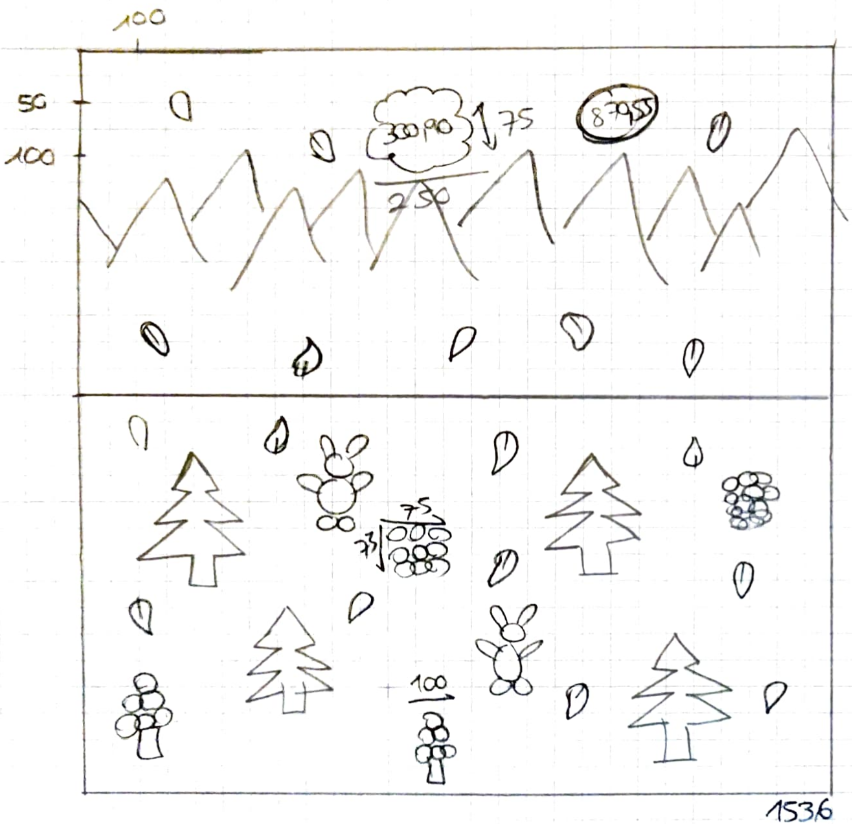
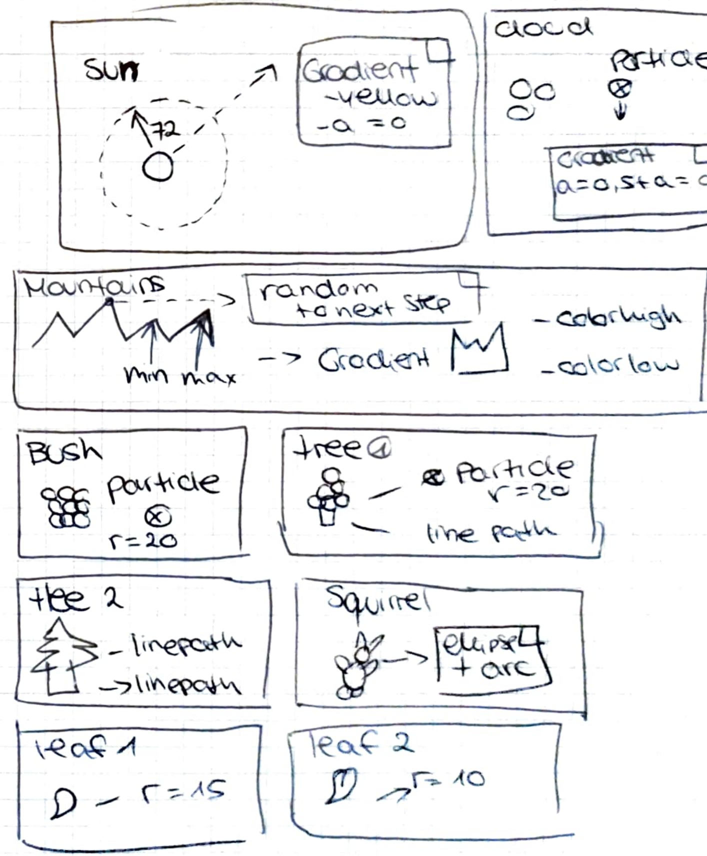
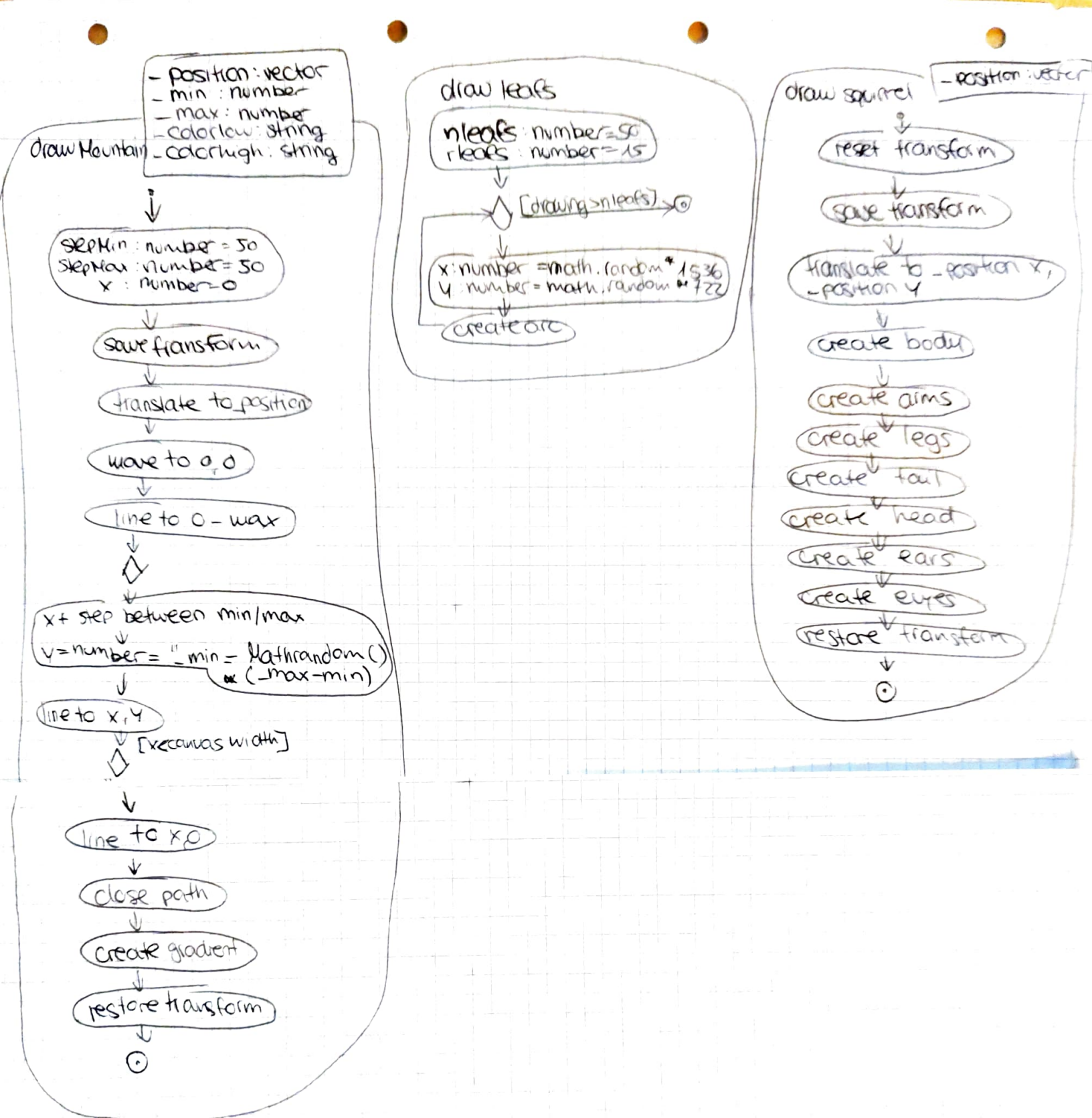

_position2 : vector
_size2 : vector
_min2 : number
_max2 : number
drawTree1 :
stepMin : number = 50
stepMax : number = 100
t : number = -10
position : number = canvasHeight * backgroundI
[x < canvas.width]
x,y number = _min2 - math.random * (_max2 - _min2)
save transform
translate to x,y + (position + 20)
create tree trunk
n particles : number = 70
radiusParticle : number = 20
particle = new Path = 20
gradient = Radial Gradient
create arc with given colors
save transform
transform to - position2x, - position2y
[draw particles]
x : number = math.random = 0,5 * _size2x
y : number = math.random * _size.y
transform to x,y
restore transform
x + stepBetween min/max
restore transform


draw Bush
- position : vector
- size : vector
- min : number
- max : number
step min : number = 50
step max : number = 150
x : number = 0
position : number high * background position
[x < canvas width]
y = number = - _min - math.random * (max - _min)
save transform
transform to x, y (position + 20)
nParticles : number = 80
radiusParticles : number = 20
gradient = RadicalGradient
create arc with given color
save transform
transform to_position
[draw < nParticles]
save transform
x : number = math.random - 0,5 * _size.x
Y : number = math.random * size.Y
transform to x, y
restore transform
x + step between min/max
restore transform


100
50
100
300,90
75
250
879,55
75
73
100
1536


sun
72
Gradient
-yellow
-a = 0
cloud
particle
Gradient
a=0, st a = 0
Mountains
random
to next step
min max
-> Gradient
-colorhigh
-colorlow
Bush
particle
r=20
tree 1
particle
r=20
line path
tree 2
- linepath
->linepath
Squirrel
ellipse
+ arc
leaf 1
- r=15
leaf 2
r=10


- position : vector
- min : number
- max : number
- colorLow : string
- colorHigh : string
drawMountain
stepMin : number = 50
stepMax : number = 50
x : number = 0
save transform
translate to position
move to 0, 0
line to 0 - max
x + step between min/max
y = number = - min - Mathrandom() * (-max-min)
line to x, y
[x < canvas width]
line to x, 0
close path
create gradient
restore transform
draw leafs
nleafs : number = 50
rleafs : number = 15
[drawing > nleafs]
x : number = math.random * 1536
y : number = math.random * 722
createOrc
drawSquirrel
- position : vector
reset transform
save transform
translate to - position x, - position y
create body
create arms
create legs
create tail
create head
create ears
create eyes
restore transform

Activity diagram