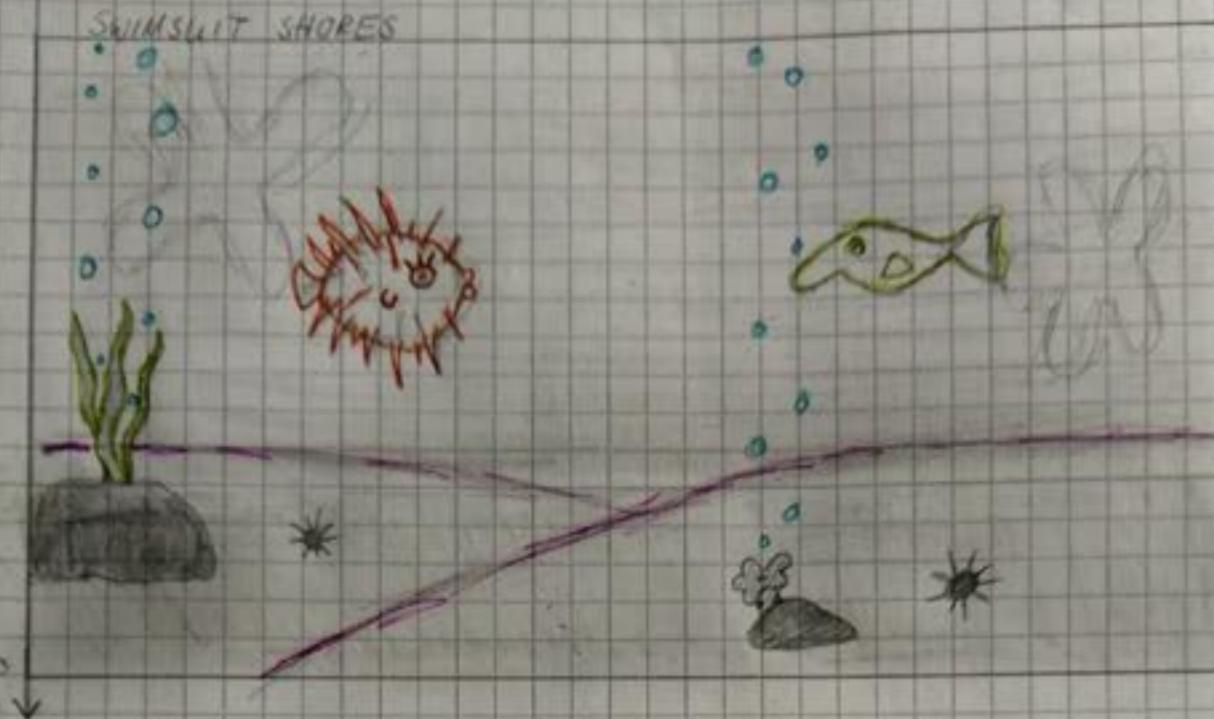
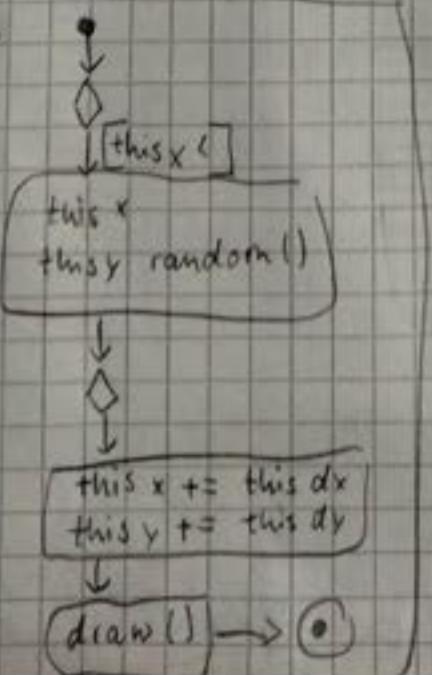


Konzept II OO Seaworld



Bewegt: Fische, Luftblasen (2. versionen jeweils)
10 Fische zu jeder Zeit im Canvas

move bubbles



FISH1,2	KUMPELBLASSEN
color: string	color: string
size: number	size: number
x,y: number	x,y: number
dx,dy: number	dx,dy: number
move()	move()
draw()	draw()
update()	update()



int

canvas = doc("canvas")
crc = canvas.getContext("2d")

drawImage (background)

let i: number

let fish1 Array
let fish2 Array
let bubbles Array

update --> ○

i++
draw fish1
fish1 random
draw fish2
fish2 random
draw bubbles
bubbles random

update

timeout (update, fps)

let i: number

i++
if i < fish1.length
fish1 update

i++
if i < fish2.length
fish2 update

i++
if i < bubbles.length
bubbles update

move_fish1

this.x <
this.y random()

this.x += this.dx
this.y += this.dy

draw()

move_fish2

this.x <
this.y random()

this.x += this.dx
this.y += this.dy

draw()