

Bee
x: number y: number color: string direction: boolean
update() move() draw()

Flower
x: number y: number scale: number Blumensort: number
setRandomPosition() setRandomBlumensorte() drawFlower1() drawFlower2() drawFlower3()

Background
x: number y: number
drawBienenkorb() drawCloud() drawMountain() drawHill() drawField() drawFir() drawTree()