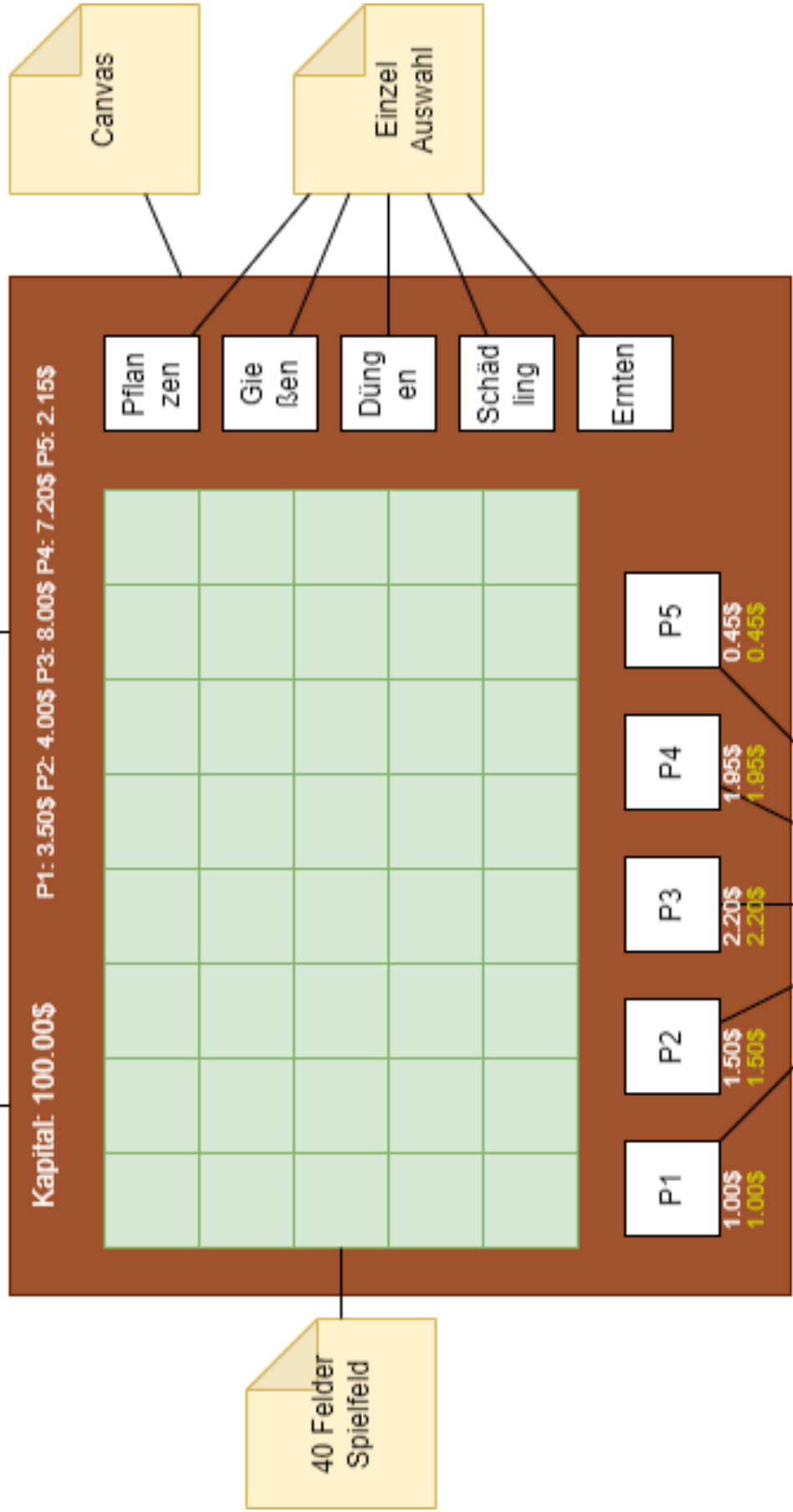


Kapital des Spielers

Verkaufspreise schwanken zeitlich und beim Verkauf

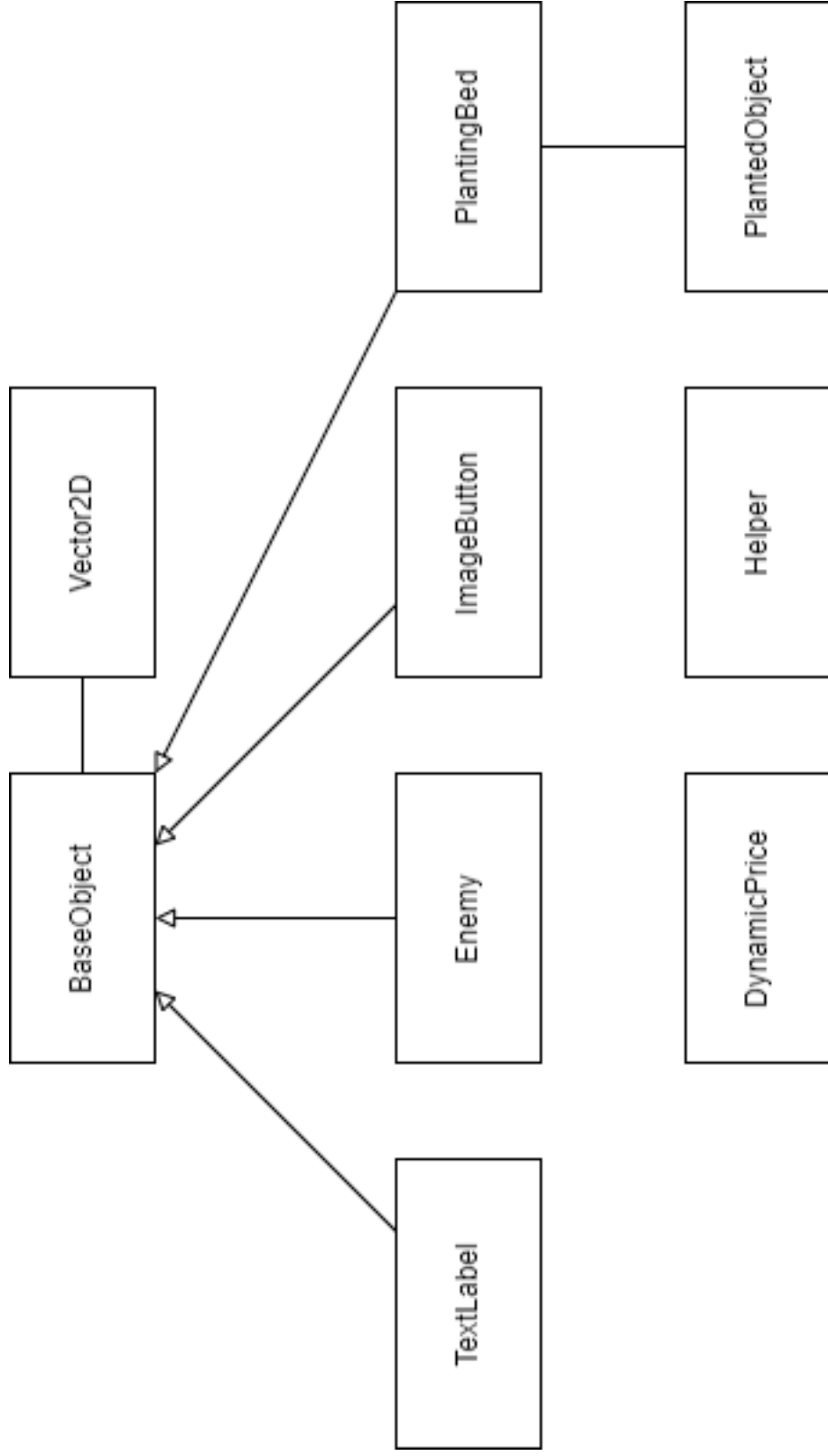


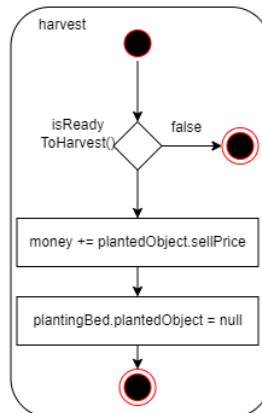
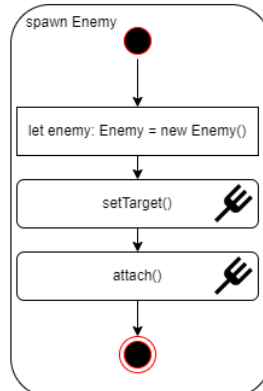
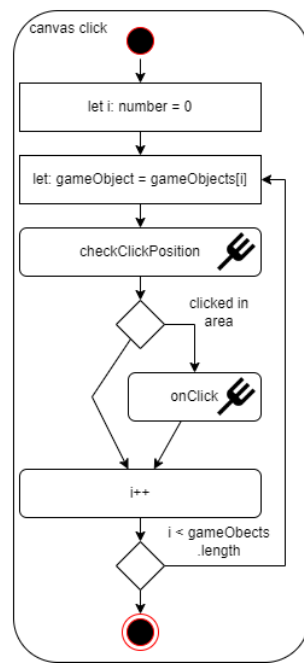
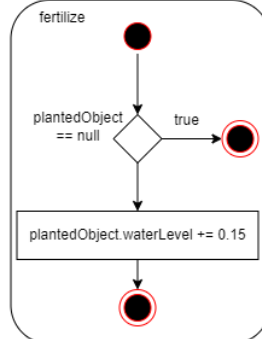
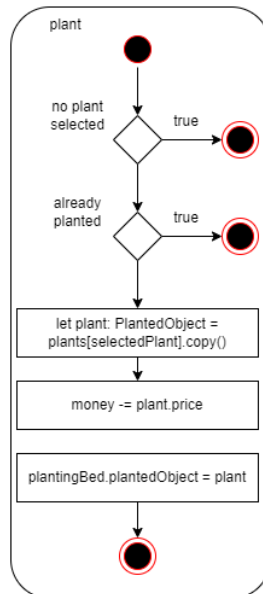
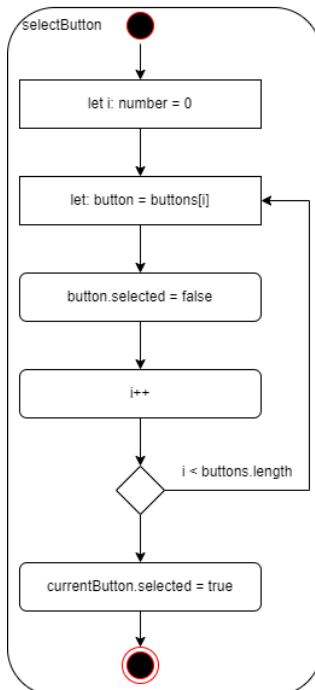
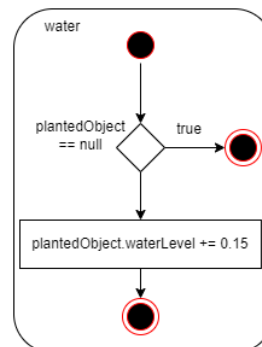
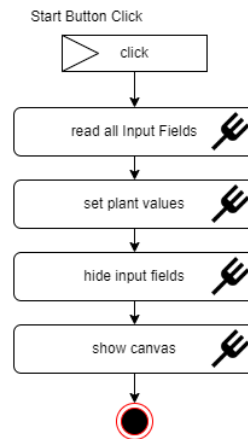
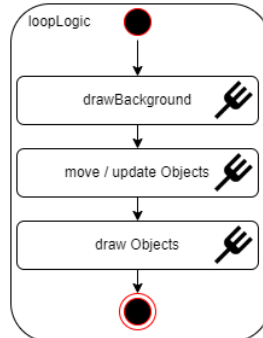
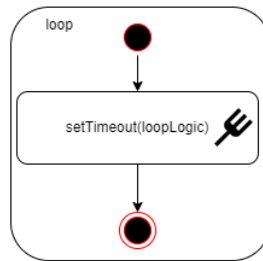
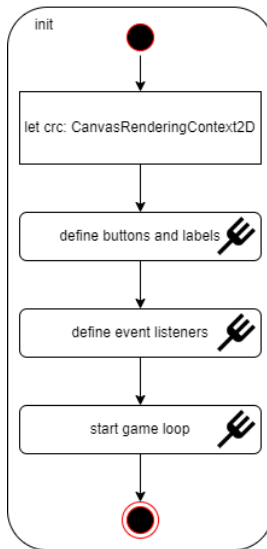
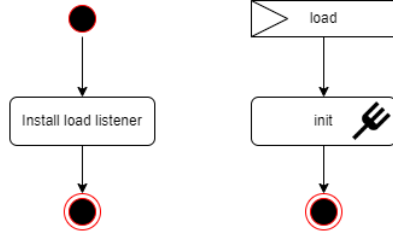
40 Felder Spielfeld

Canvas

Einzel Auswahl

Einzel Auswahl





BaseObject
<ul style="list-style-type: none"> <li>+ speed: number</li> <li>+ velocity: Vector2D</li> <li>+ position: Vector2D</li> <li>+ size: Vector2D</li> <li>+ onClick: ClickFunction</li> </ul>
<ul style="list-style-type: none"> <li>+ attach(): void</li> <li>+ destroy(): void</li> <li>+ move(_dt: number): void</li> <li>+ checkClick(_e: Vector2D): boolean</li> <li>+ draw(_crc2: CanvasRenderingContext2D): void</li> </ul>

Vector2D
<ul style="list-style-type: none"> <li>+ x: number</li> <li>+ y: number</li> </ul>
<ul style="list-style-type: none"> <li>+ copy(): Vector2D</li> <li>+ add(_v: Vector2D): Vector2D</li> <li>+ direction(_v1: Vector2D, _v2: Vector2D): Vector2D</li> <li>+ length(): number</li> <li>+ distance(_v1: Vector2D, _v2: Vector2D): number</li> <li>+ normalize(): Vector2D</li> <li>+ zero(): Vector2D</li> </ul>

Enemy
<ul style="list-style-type: none"> <li>+ target: PlantingBed</li> <li>+ image: HTMLImageElement</li> </ul>
<ul style="list-style-type: none"> <li>+ setTarget(_target: PlantingBed): void</li> </ul>

TextLabel
<ul style="list-style-type: none"> <li>+ text: string</li> <li>+ font: string</li> <li>+ textColor: string</li> </ul>

ImageButton
<ul style="list-style-type: none"> <li>selected: boolean</li> <li>image: HTMLImageElement</li> </ul>

PlantingBed
<ul style="list-style-type: none"> <li>+ plantedObject: PlantedObject</li> </ul>
<ul style="list-style-type: none"> <li>dealDamage(): void</li> </ul>

Helper

PlantedObject
<ul style="list-style-type: none"> <li>+ health: number</li> <li>+ price: number</li> <li>+ sellPrice: number</li> <li>+ growTime: number</li> <li>+ elapsedGrowTime: number</li> <li>+ waterLevel: number</li> <li>+ fertilizerLevel: number</li> <li>+ image: HTMLImageElement</li> </ul>
<ul style="list-style-type: none"> <li>+ update(_dt: number): void</li> <li>+ isDead(): boolean</li> <li>+ isReadyToHarvest(): void</li> <li>+ copy(): PlantedObject</li> </ul>

DynamicPrice
<ul style="list-style-type: none"> <li>+ elapsed: number</li> </ul>
<ul style="list-style-type: none"> <li>+ getPrice(_originalPrice: number): number</li> <li>+ update(_dt: number): void</li> </ul>