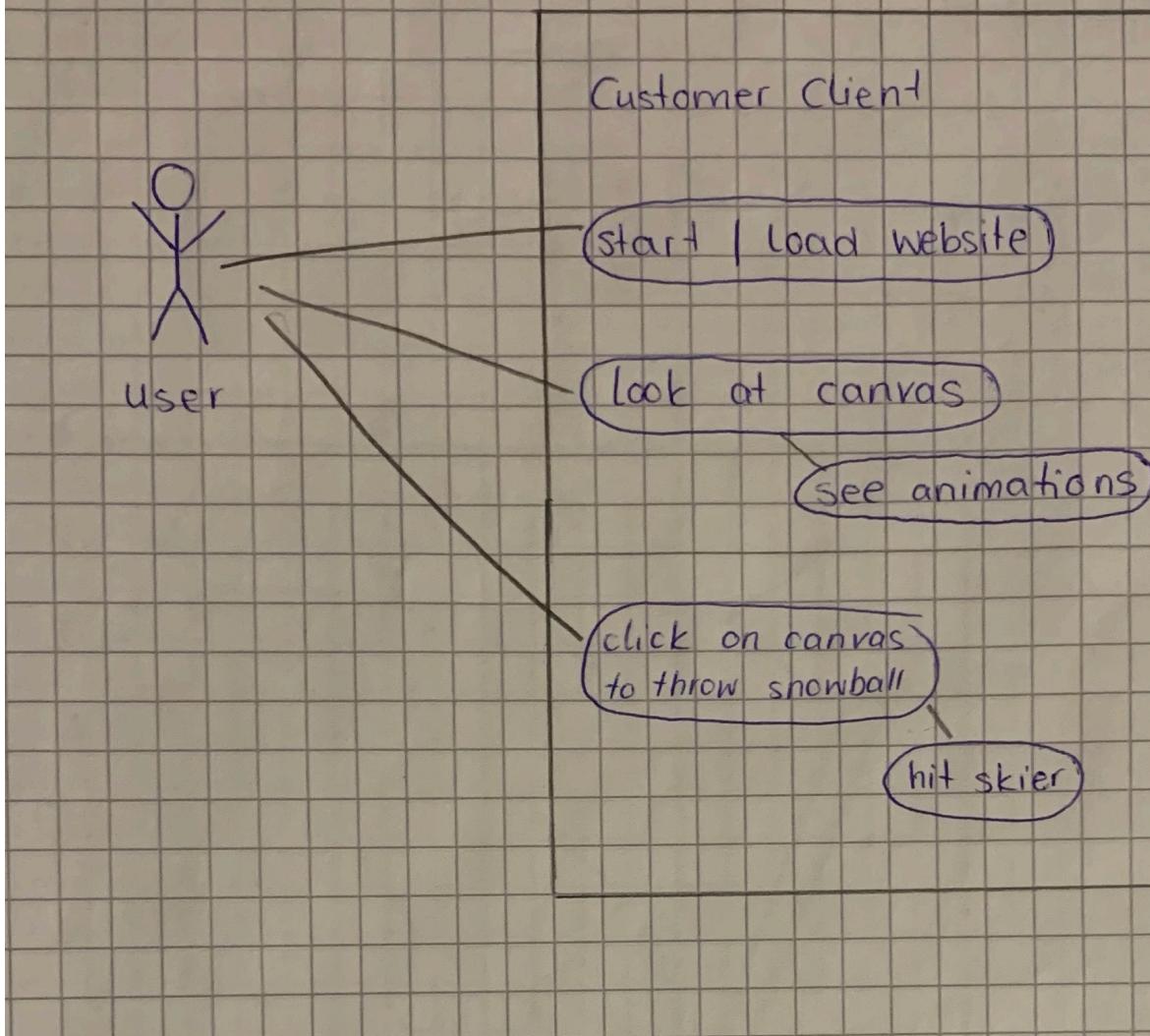


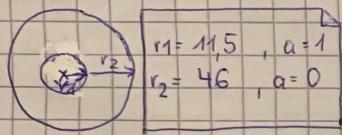
Use Case



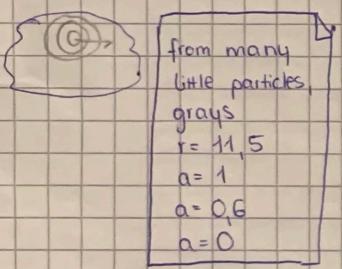
User Interface

Standard - Canvas 736 x 414 px (iPhone 8, horizontal)

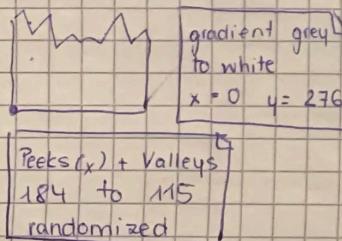
Sun



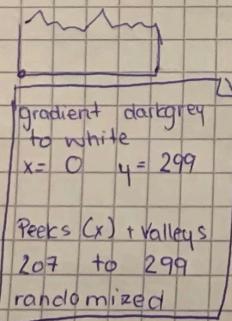
Cloud



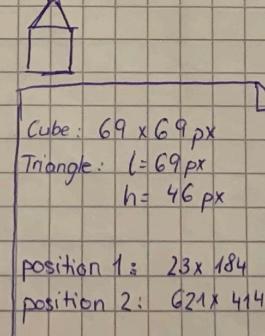
Mountains 1



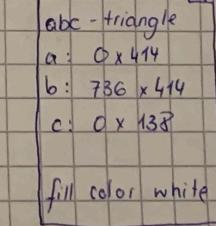
Mountains 2



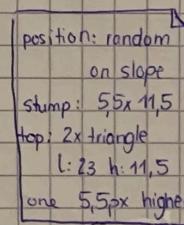
Ski lift house



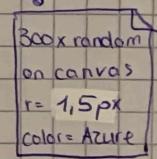
Ski slope



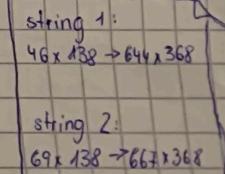
Trees



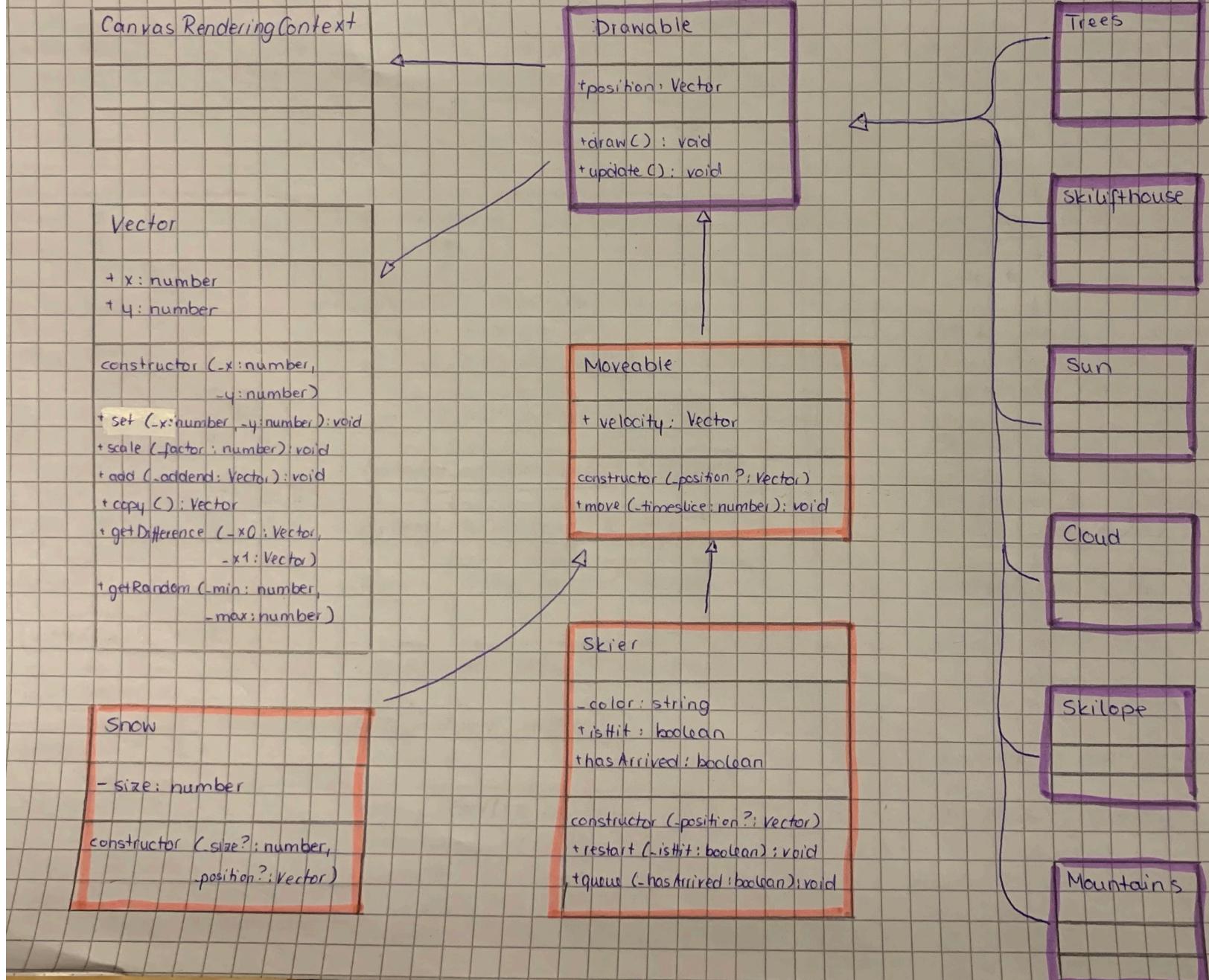
Snowflake



Ski lift

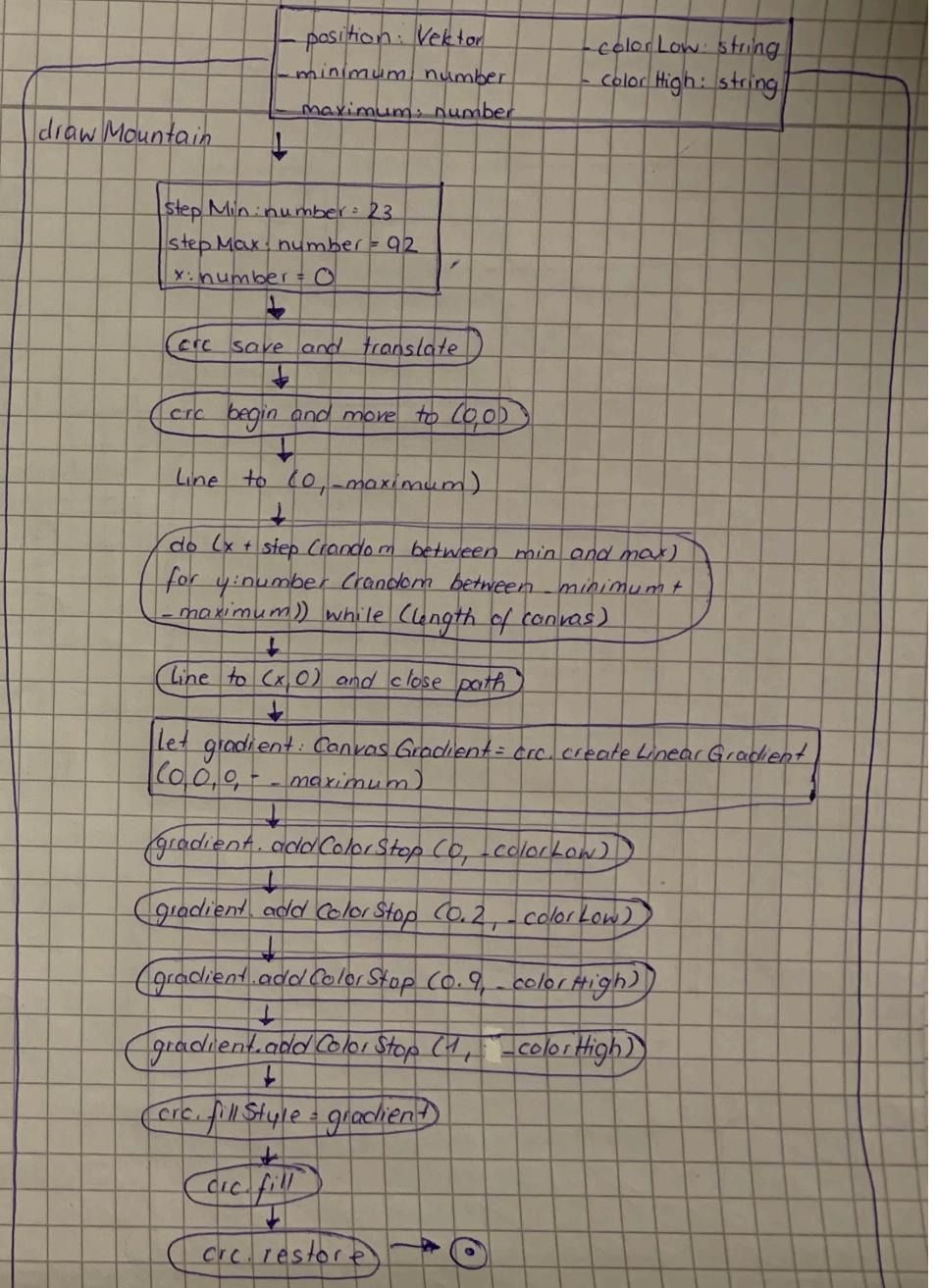
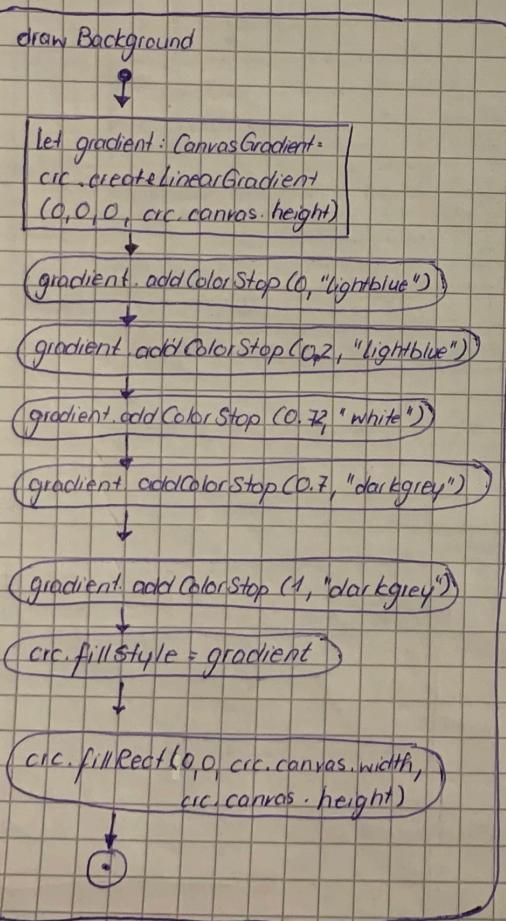
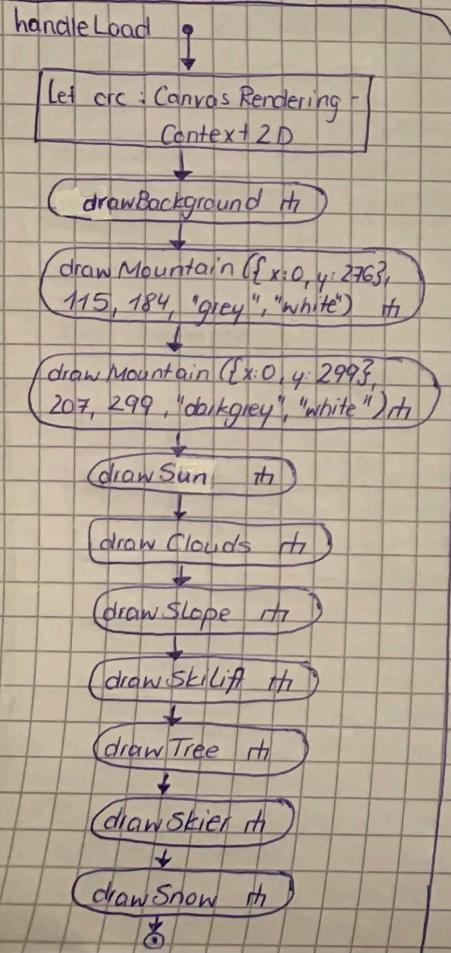
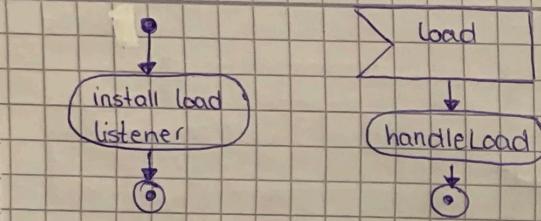


Class Diagram



Main.ts

Activity diagram

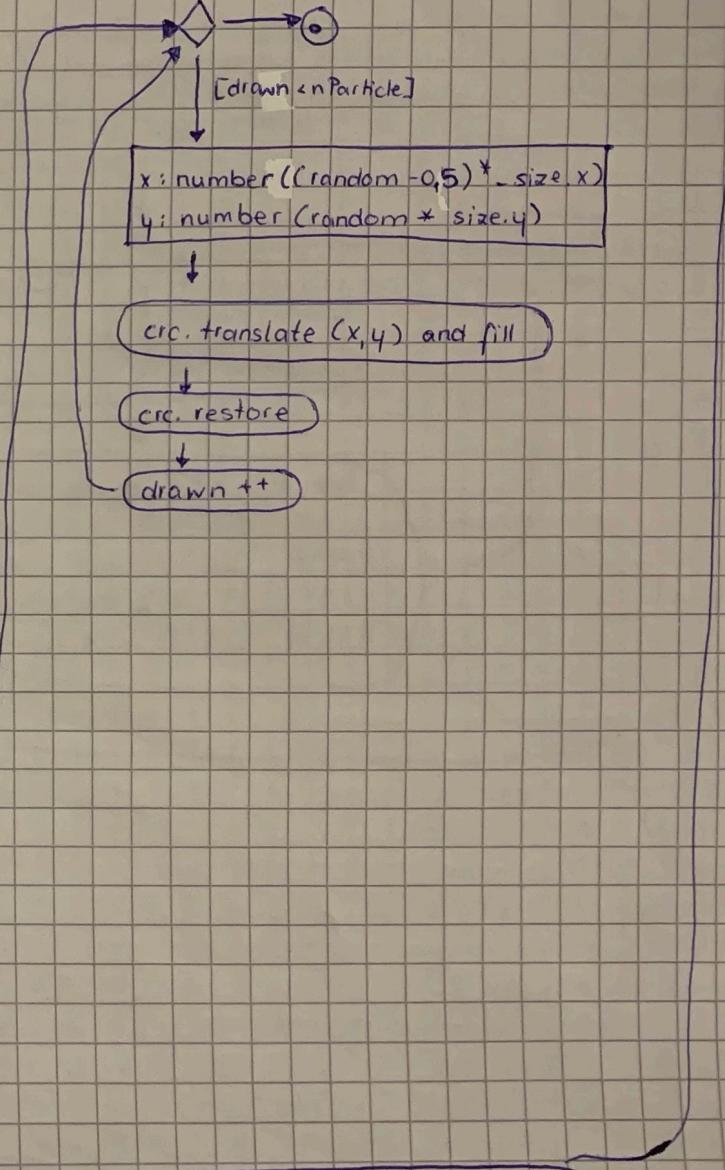


drawSun

```
-position: vector = (x: 46, y: 46)  
r1: number = 11,5  
r2: number = 46  
  
let gradient: CanvasGradient =  
crc.createRadialGradient  
(0, 0, r1, 0, 0, r2)  
  
gradient.addColorStop(0, "yellow")  
gradient.addColorStop(1, "lightyellow")  
  
(crc.save())  
  
(crc.translate)  
  
(crc.fillStyle = gradient)  
  
(crc.arc(0, 12, 0, 2 * Pi))  
  
(crc.fill)  
  
(crc.restore)  
  
()
```

drawCloud

```
-position: vector = (x: 368, y: 23)  
size: vector = (x: 700, y: 46)  
nParticles: number = 300  
radiusParticle: number = 11,5  
particle: Path2D = new Path2D()  
  
  
let gradient: CanvasGradient =  
crc.createRadialGradient(0, 0, 0, 0, radiusParticle)  
  
gradient.addColorStop(0, "Lightgrey")  
gradient.addColorStop(0.6, "Gainsboro")  
  
gradient.addColorStop(1, "transparent")  
  
particle.arc(0, 0, radiusParticle, 0, 2 * Pi)  
  
(crc.save())  
  
(crc.translate(-position.x, -position.y))  
  
(crc.fillStyle = gradient)  
  
drawn: number = 0
```



drawSlope

-position: Vector = (x: 0, y: 414)

crc beginn path and move to
x = 736 y = 414

crc line to x=0 y=138

crc close path and
fill "white"

draw Skilif

-position = 23, 184

draw cube 69x69

draw triangle at y=11,5
with l=69 and h=46

fill "darkbrown"

-position = 46, 138

line to 644 x 368

-position = 69 x 138

line to 667 x 368

-position = 621, 414

draw cube 69x69

drawTree

nTrees: number = 3
drawn: number = 0

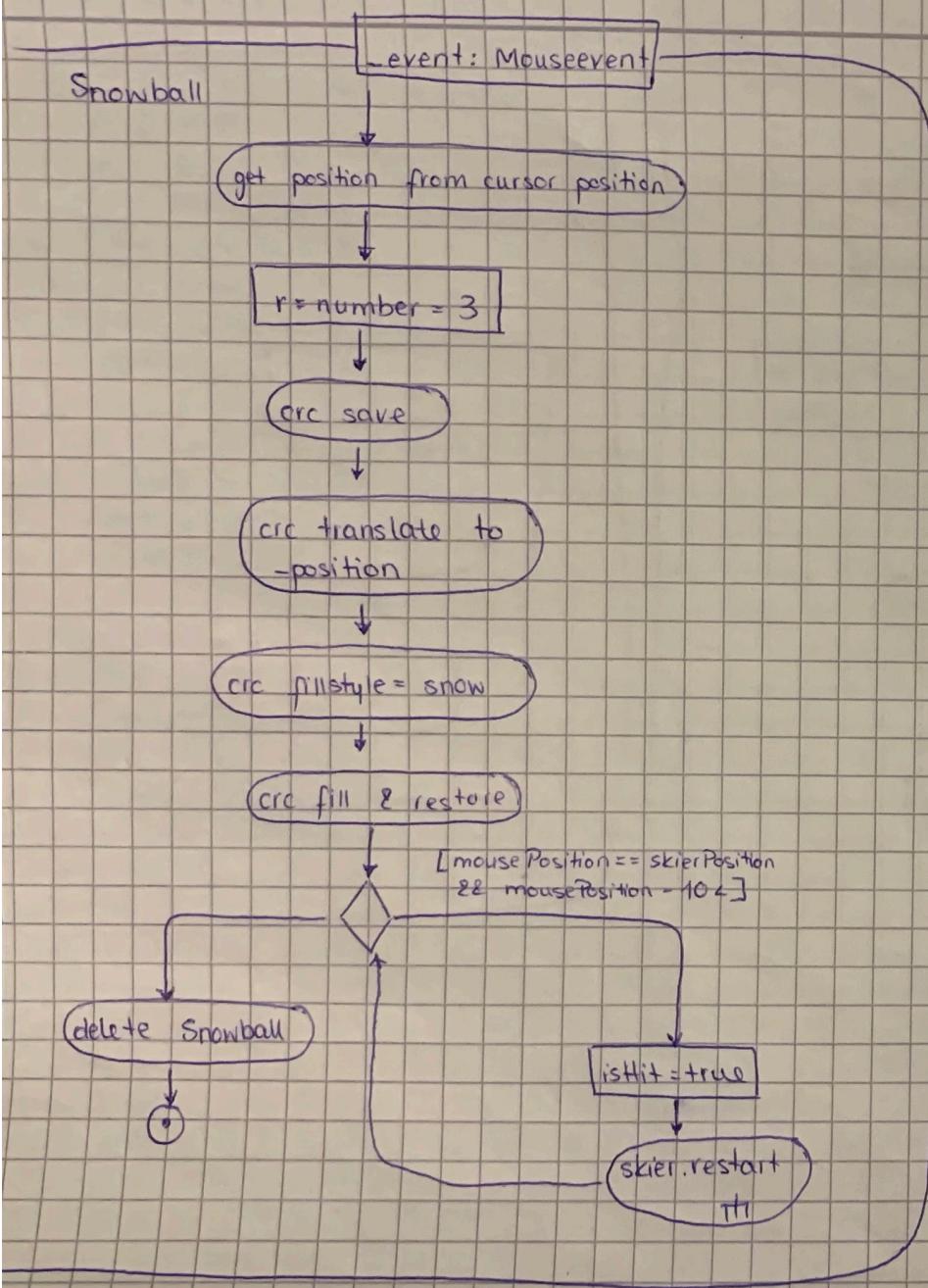
[drawn < nTrees]

position = random on slope

draw stump 55x11,5 and
move up 6px and
draw triangle l=23, h=11,5
move up 6px
draw triangle l=23, h=11,5

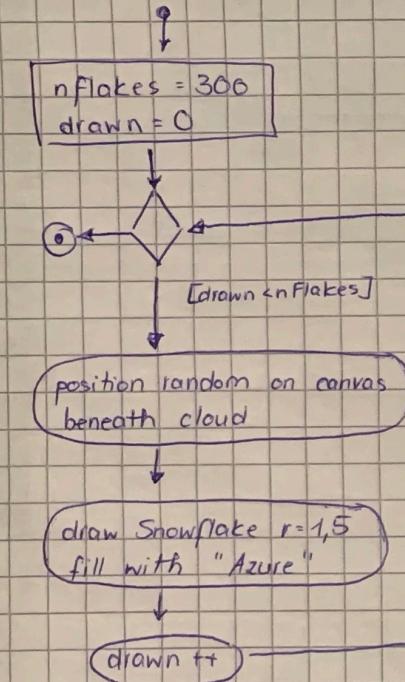
fill "darkbrown"

draw triangle at
y=346 with l=69
and h=46

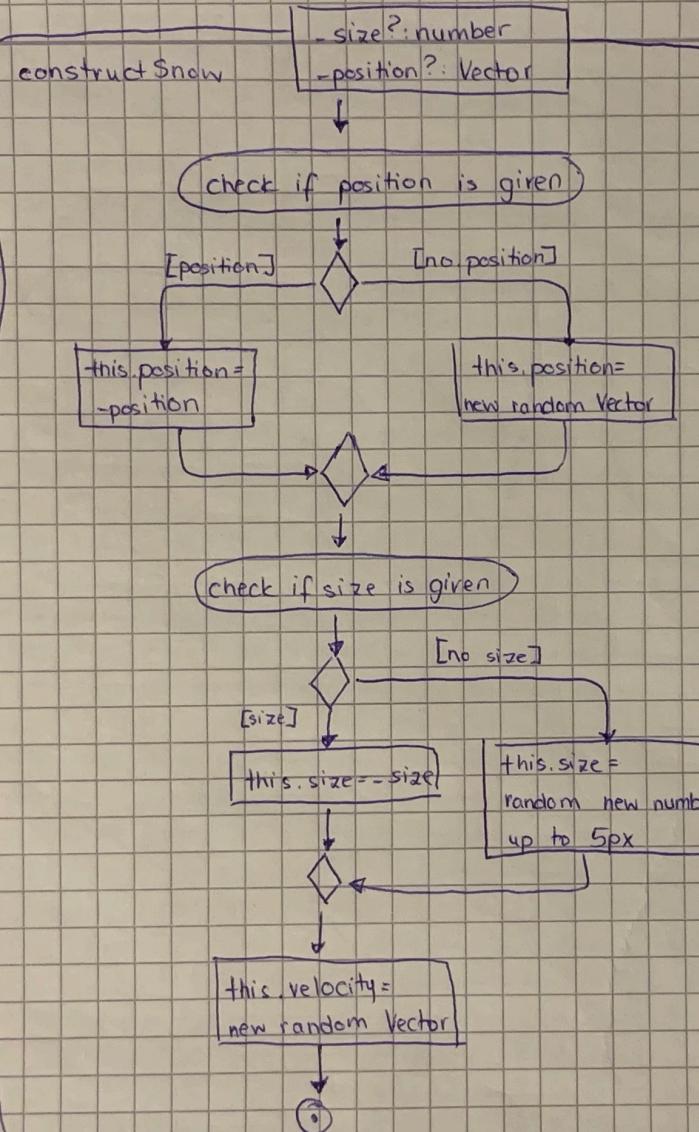


Snow.ts

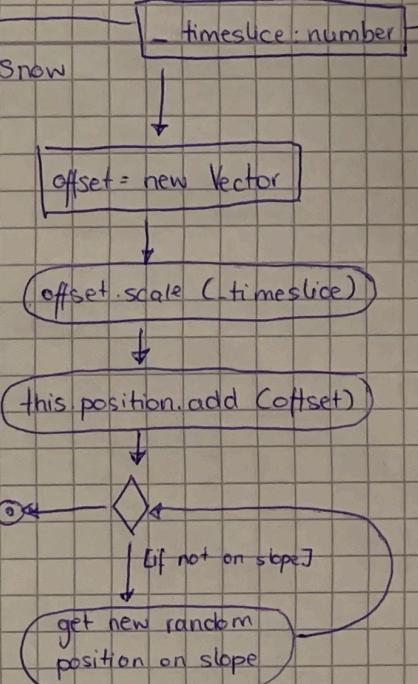
drawSnow



construct Snow

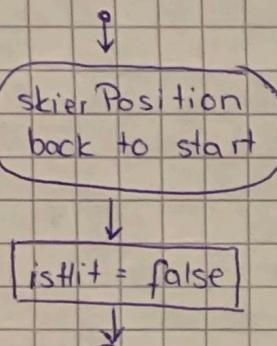


move Snow



Skier.ts

restart



move

-timeslice: number

offset = new Vector

offset.scale (-timeslice)

this.position.add (offset)

[reached end
of slope]

queue
TH

queue

skierPosition to skilift

Lift TH

skierPosition back
to start