

name : Snow

Variablen:

x-pos: number

y-pos: number

x-dir: number

y-dir: number

Methoden

draw(): void

move(): void

name: ChildUp

x-pos: number

y-pos: number

x-dir: number

y-dir: number

draw(): void

move(): void

ChildDown

x-pos: number

y-pos: number

x-dir: number

y-dir: number

draw(): void

move(): void

Show

move()

y-dir = 2
x-dir = random() * 4 - 2

y-pos += y-dir
x-pos += x-dir

[y-pos > 100]

y-pos = 0

draw()

Child Down

move()

y-dir = random() * 2
x-dir = random() * 5

y-pos += y-dir
x-pos += x-dir

[y-pos > 100]

x-pos = 0
y-pos = math.random * 100 + 200

draw()

Child Up

move()

y-dir = random() * (-2)
x-dir = random() * (-5)

y-pos += y-dir
x-pos += x-dir

[x-pos > 0]

x-pos = random * 100 + 500
y-pos = 100

draw()