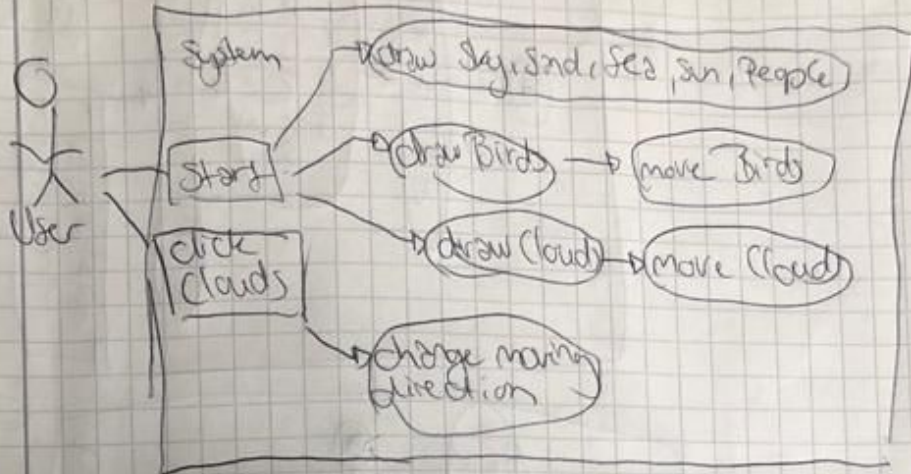
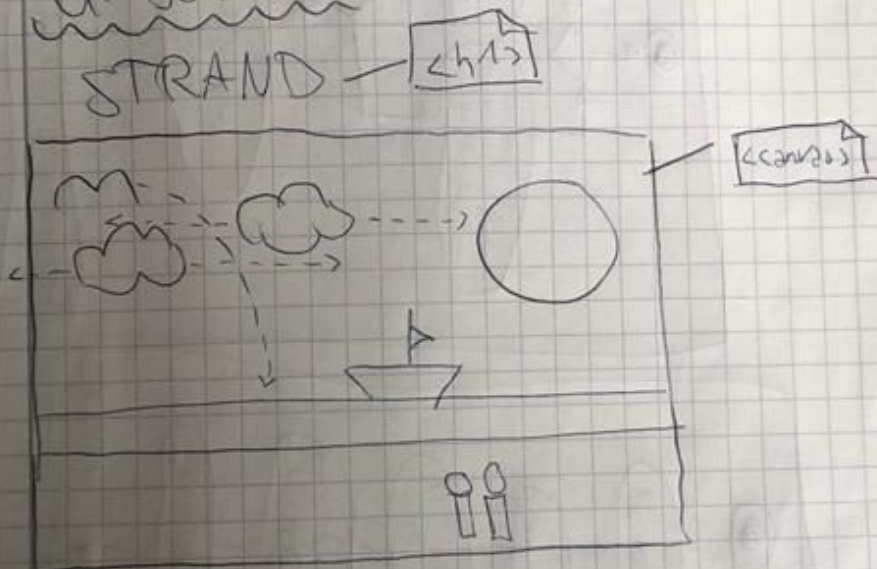


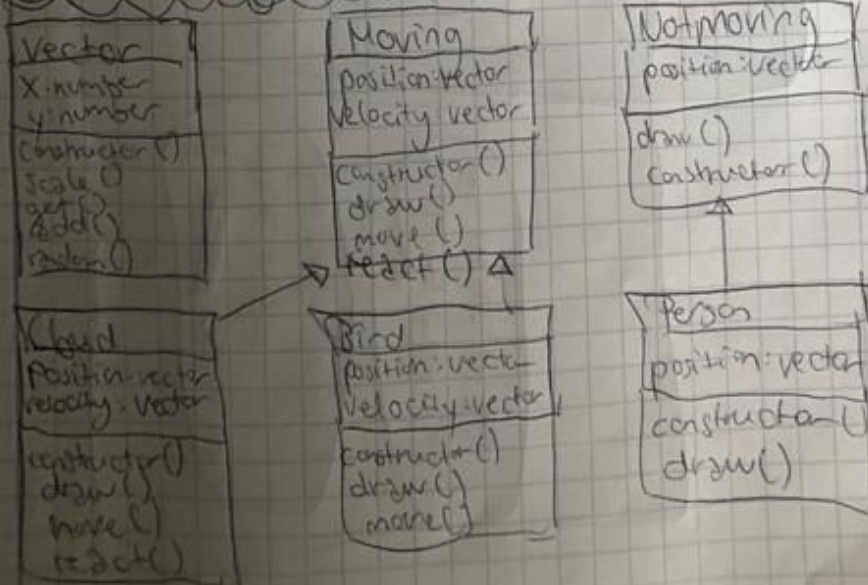
## Use Case



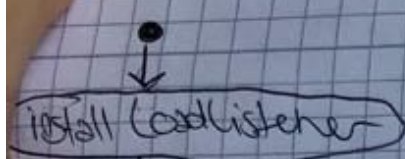
## UI-Sprite STRAND



## Class Diagram



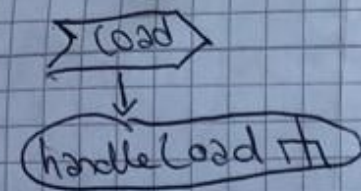
# Activity diagram (Main)



```

let canvas: HTMLCanvasElement
let imgData: ImageData
let clouds: Cloud[] = []
let Birds: Bird[] = []
let immobles: not move[] = []
let moveables: moves[] = []

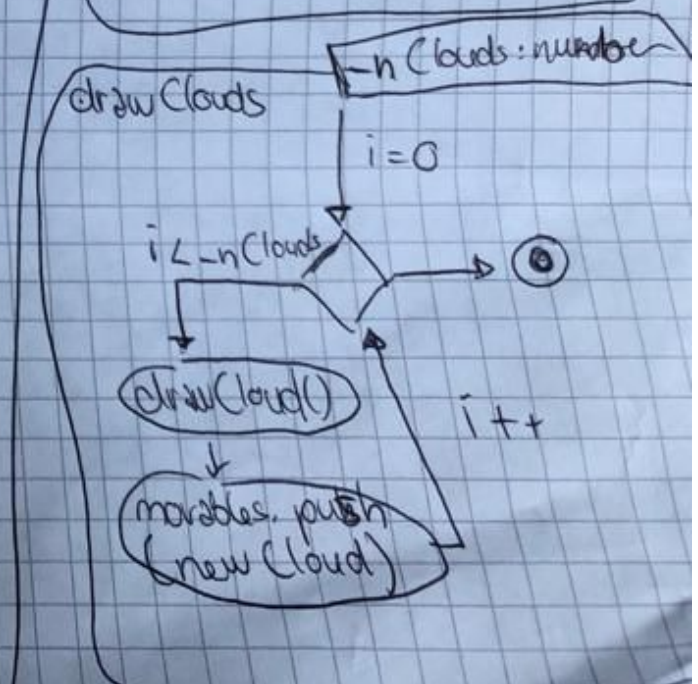
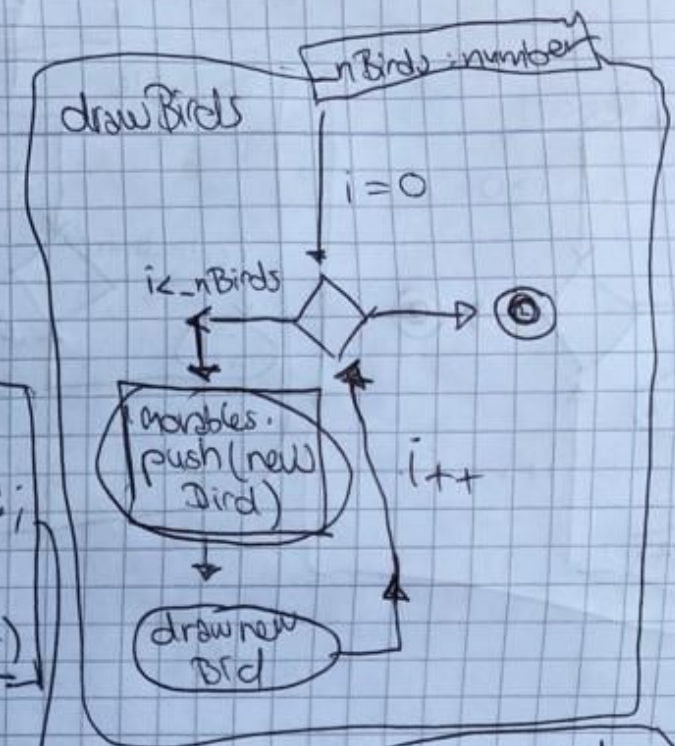
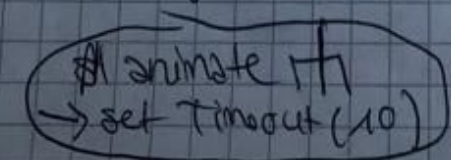
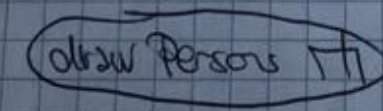
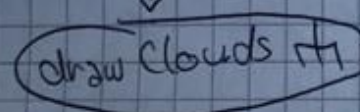
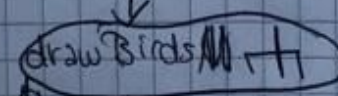
export let crc2
export let z = 10;
export let nullvector: Vector
  
```



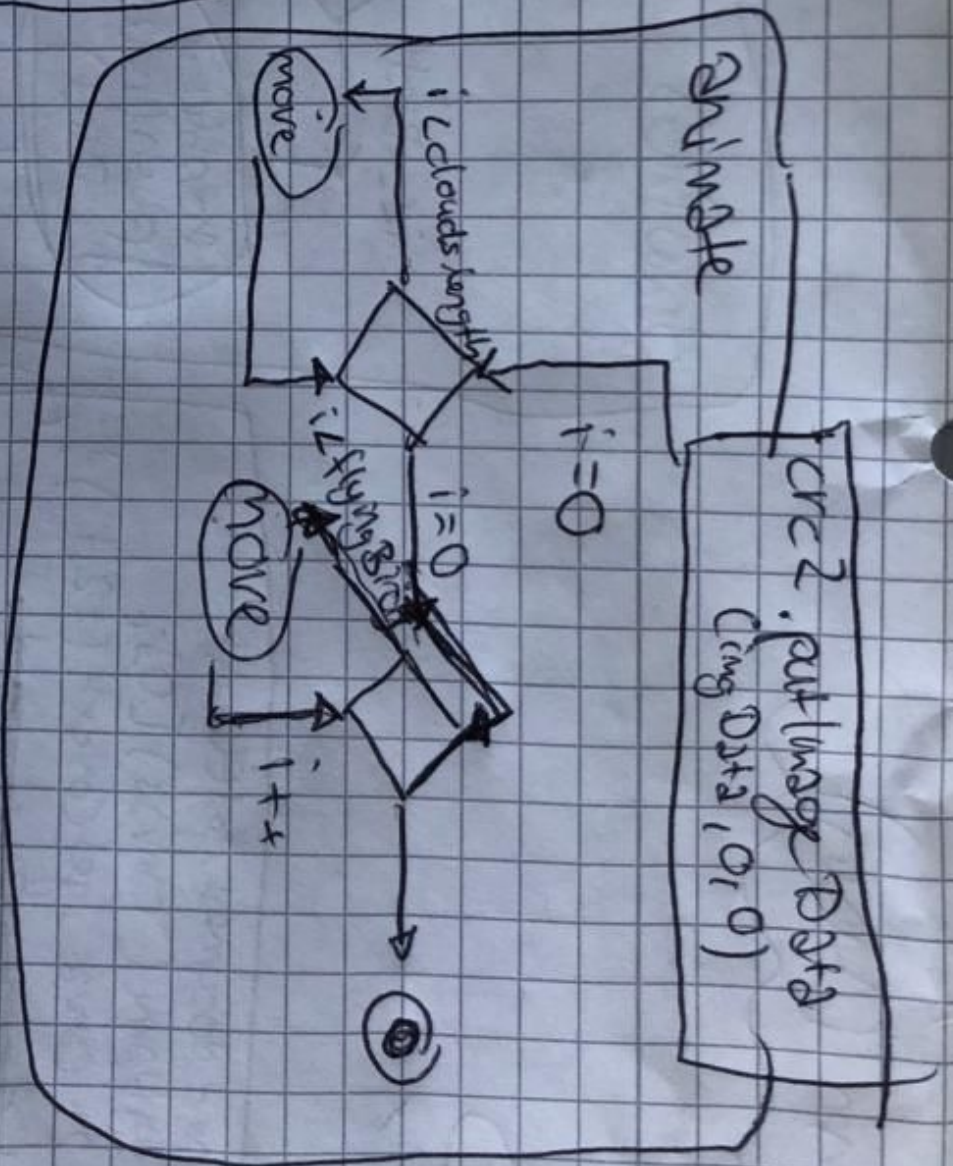
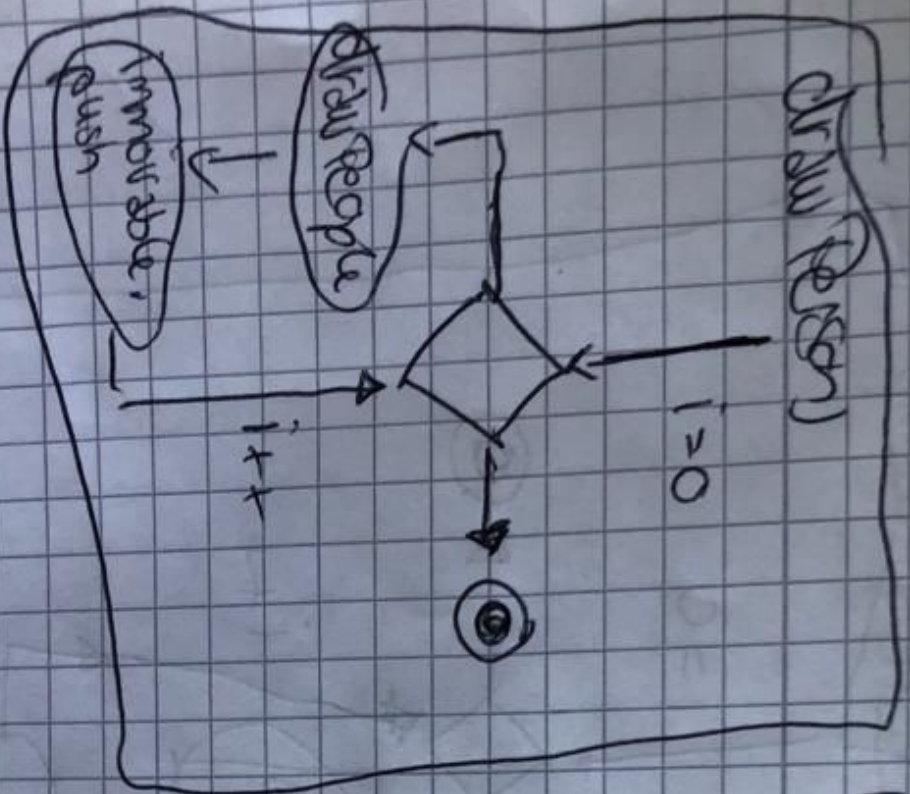
handleLoad

```

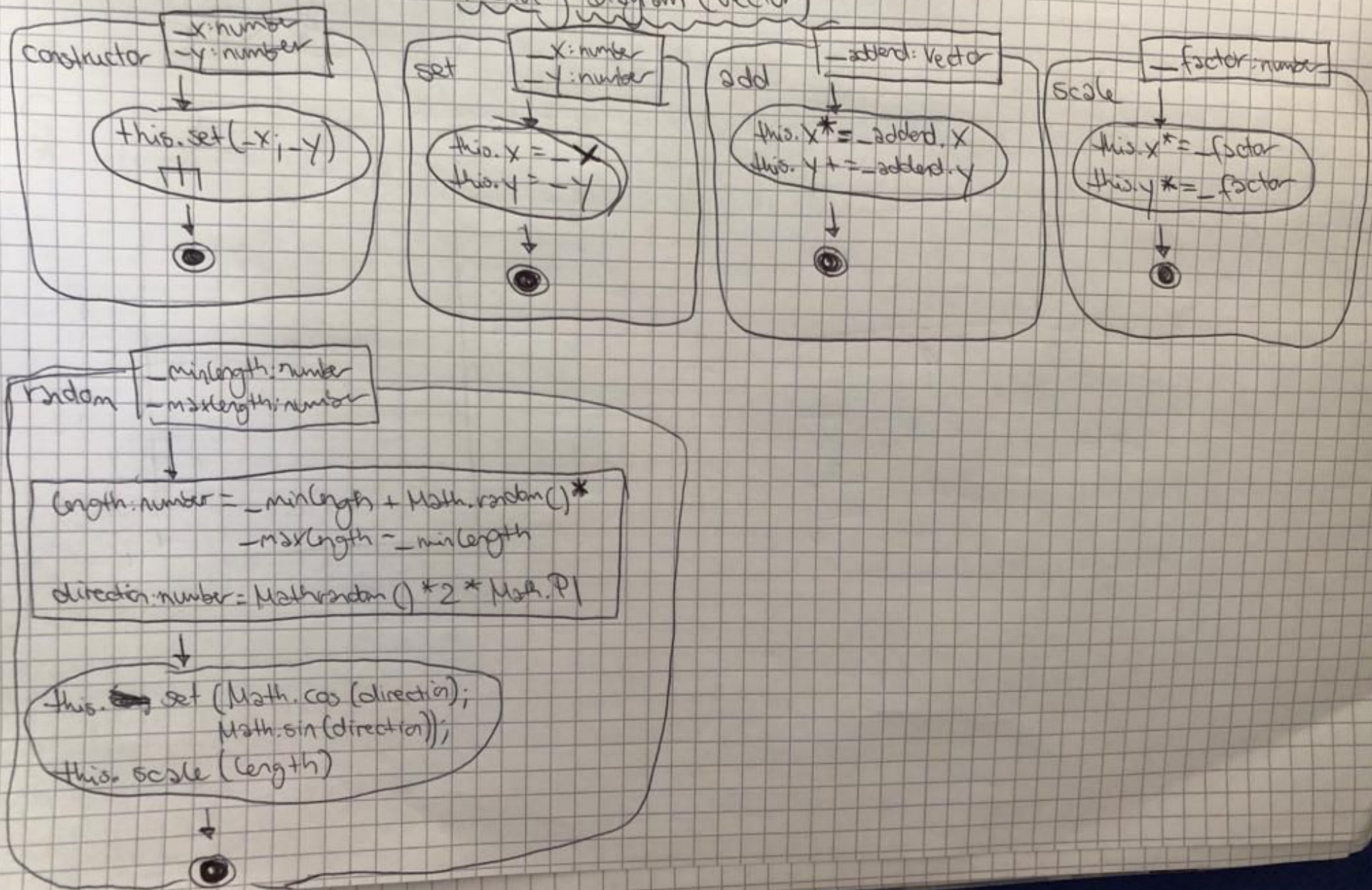
canvas = document.getElementById(
  byTagName("canvas")[0];
crc2 = canvas.getContext("2d");
let imgData = new ImageData(
imgData = crc2.getImageData
(0, 0, canvas.width, canvas.height)
  
```







## Activity Diagram (Vector)





# Activity Diagram (Clade)

