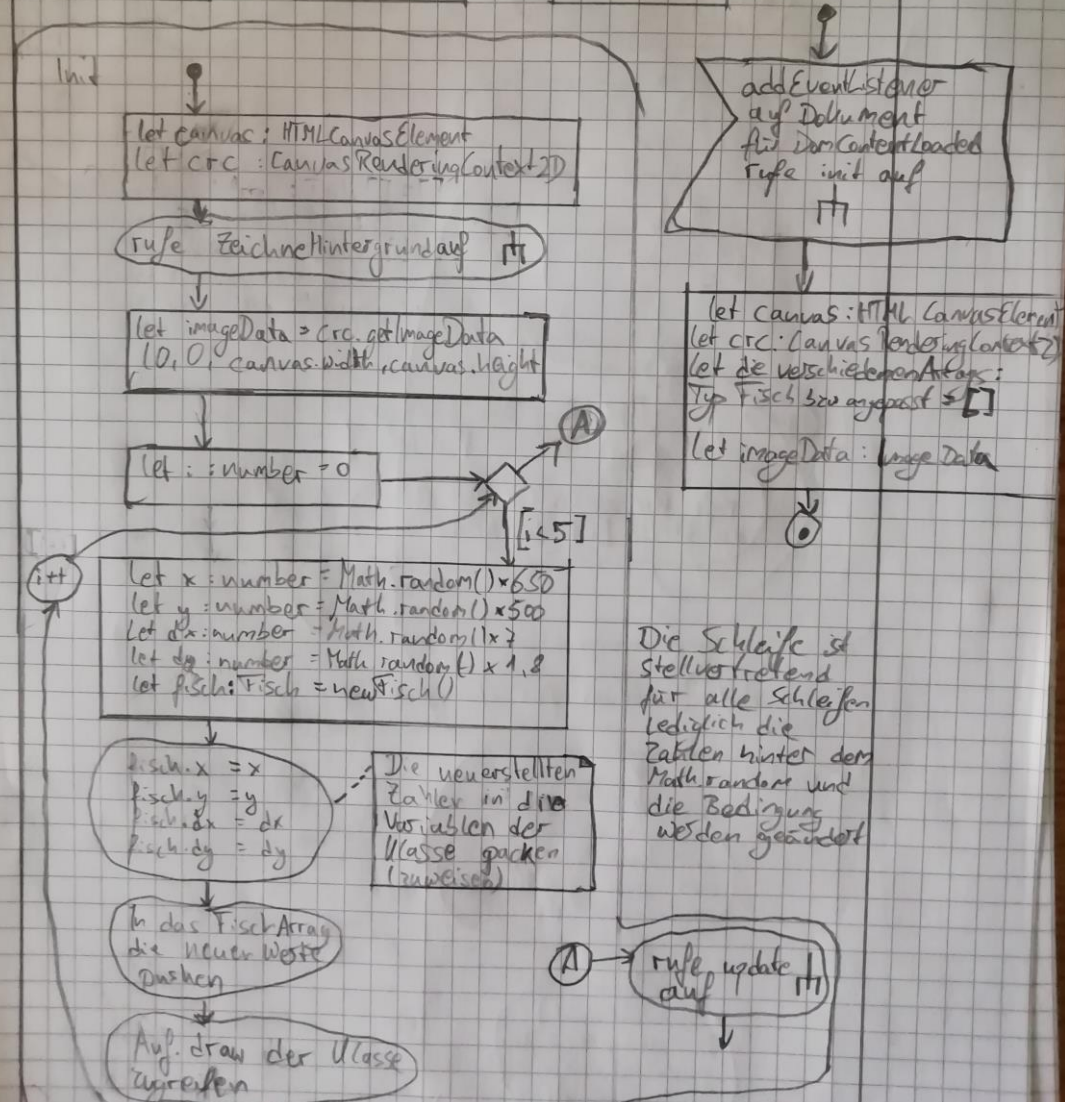
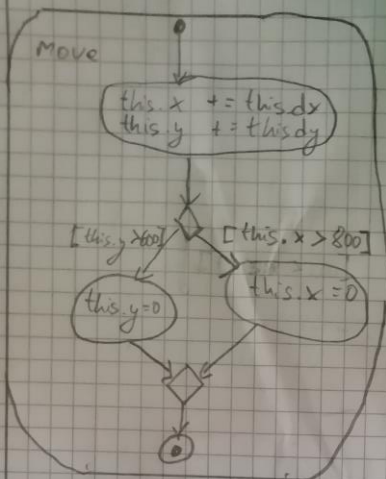


EIA Konzept

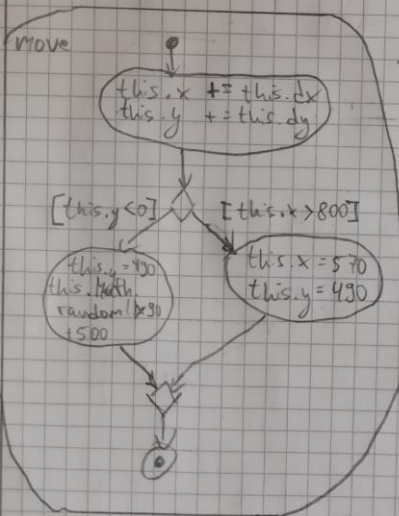
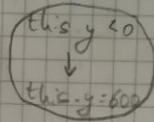
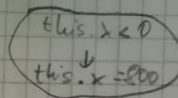
Fisch	Blasen	Fisch2
x: number y: number dx: number dy: number	x: number y: number dx: number dy: number	x: number y: number dx: number dy: number
draw(): void move(): void update(): void	draw(): void move(): void update(): void	draw(): void move(): void update(): void





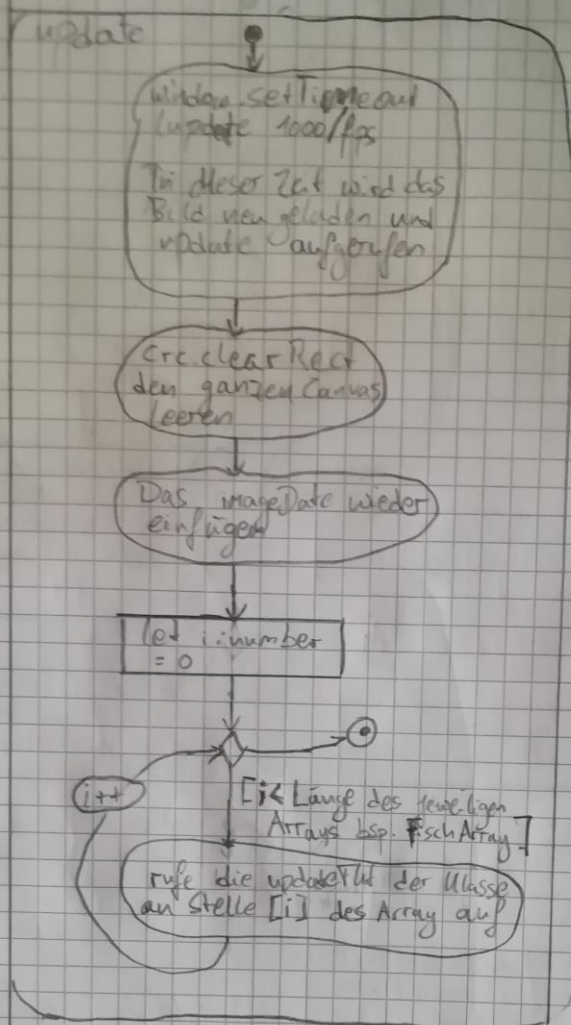
Move für Fisch 1

Bed. Fisch 2



Move für Blasen

Damit sie in der
Viste starten



Die update Funktion für die jeweiligen Klassen

