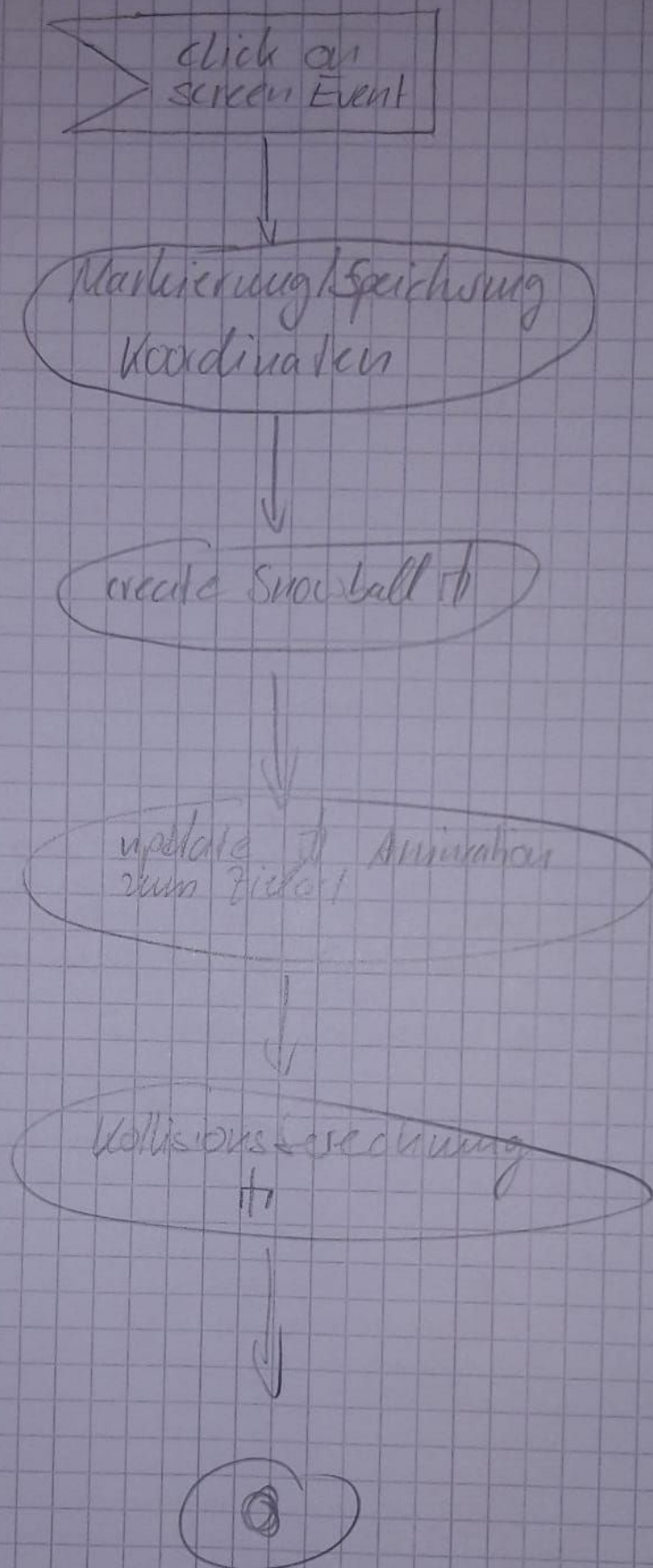


Schneeballwurf III



create Snowball #

if Abfrage
if screen clicked

new Snowball
aus Klasse

snowball erscheint
an vorgespeicherter
position

Animation
update #



update it \times (window.setInterval(update, 1000/60);

crc2.clearRect

crc2.putImageData

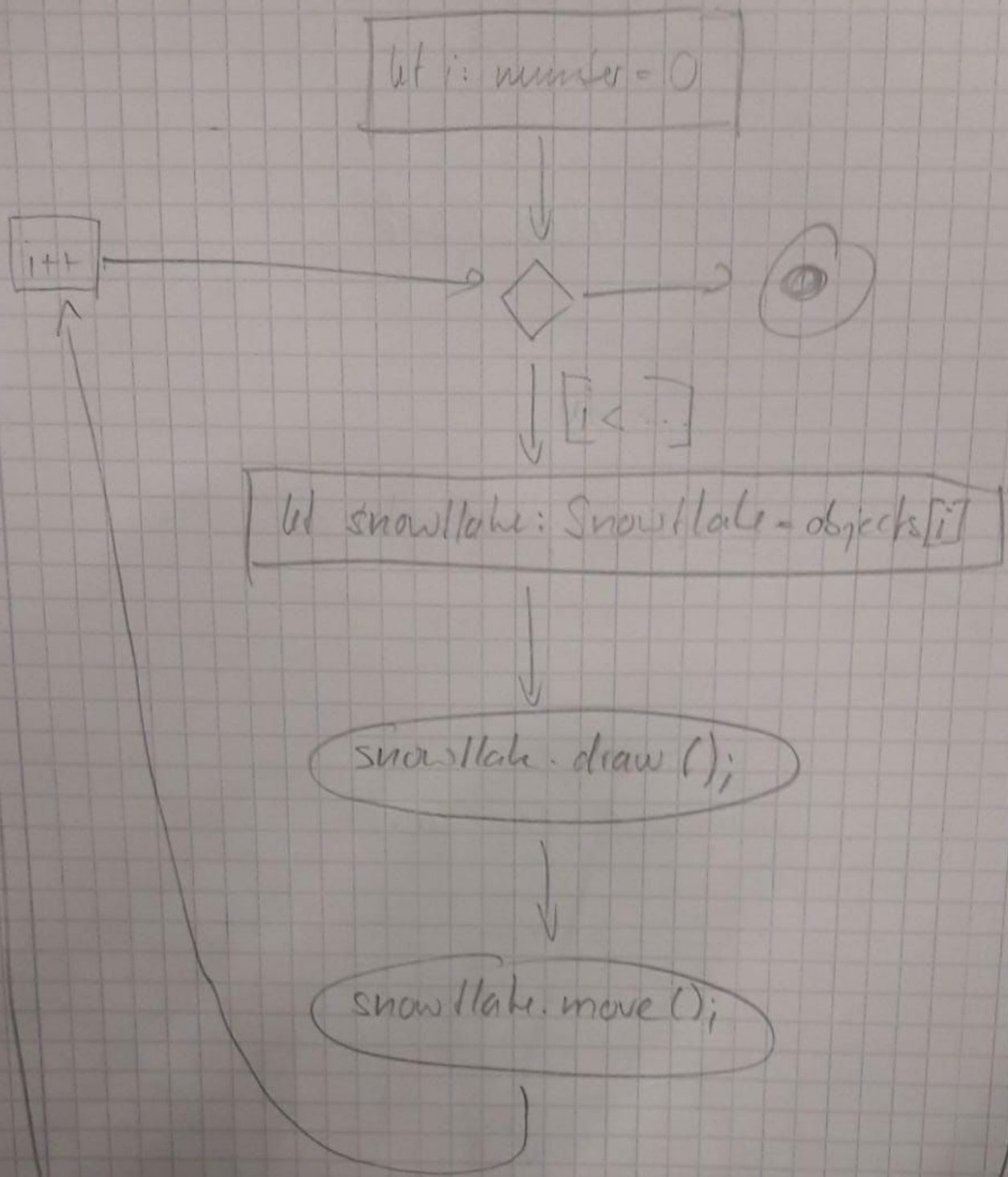
animate children it

animate Snowflakes it

animate Snowballs it

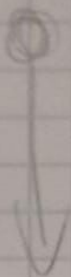


animate Snowflakes

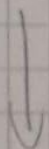


gleich für alle
zu animierenden
Wissen objekte

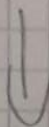
getCanvasCoordinates



canvas.getBoundingClientRect();



return event.clientX - rect.left



return event.clientY - rect.top

