

snowboarder.js
position: Vector size: Vector color: string velocity: number
constructor(_position: Vector, _size: Vector, _color: string, _velocity: number)
drawSnowboarder() update()

snowflake.js
public x: number public y: number
constructor(_x: number, _y: number)
drawSnowflake() update()

lift.js
position: Vecor size: Vector
constructor(_position: Vector, _size: Vector)
drawLiftcube() update()







