

snow

x: random Breite des canvas

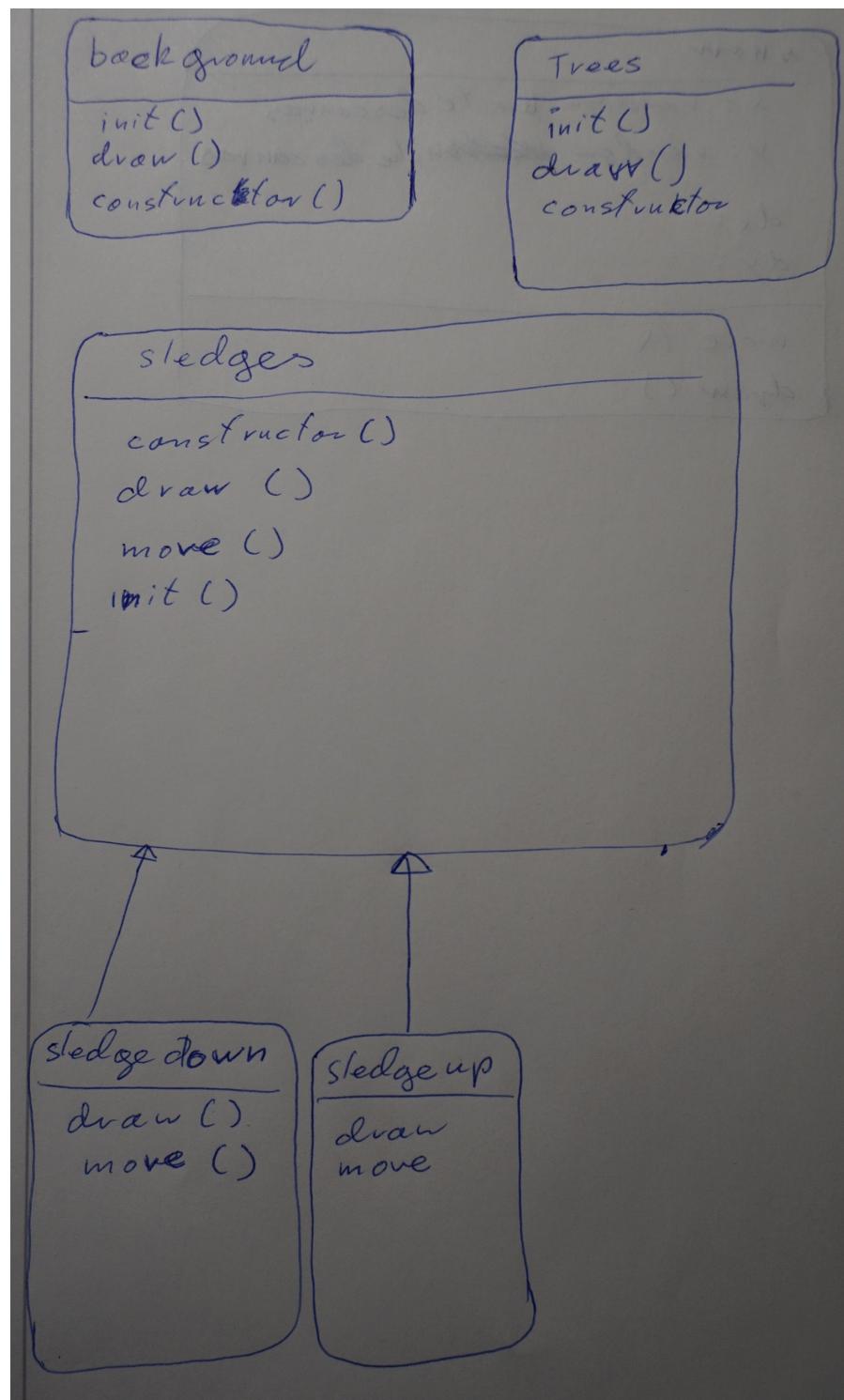
y: random ~~height~~ Höhe des canvas

dx:

dy:

move()

draw()



move slide

$$x + dx$$

$$y + dy$$

move pull -

$$x - dx/2$$

$$y - dy/2$$