

Mountain
position: Vector
constructor(_position: Vector); draw(_position: Vector)

Tree
position: Vector
constructor(_position: Vector); draw(_position: Vector)

Vector
x: number y: number
constructor(_x: number, _y: number); set(_x: number, _y: number); scale(_factor: number); add(_addend: Vector); random(_minLength: number, _maxLength: number)

Cloud
position: Vector; velocity: Vector
constructor(_position: Vector); draw(_position: Vector); move(_timeslice: number)

Flower
position: Vector; velocity: Vector
constructor(_position: Vector); draw(_position: Vector); move(_timeslice: number)

Tulip
position: Vector; velocity: Vector
constructor(_position: Vector); draw(_position: Vector); move(_timeslice: number)

Bee
position: Vector; velocity: Vector
constructor(_position: Vector); draw(_position: Vector); move(_timeslice: number)