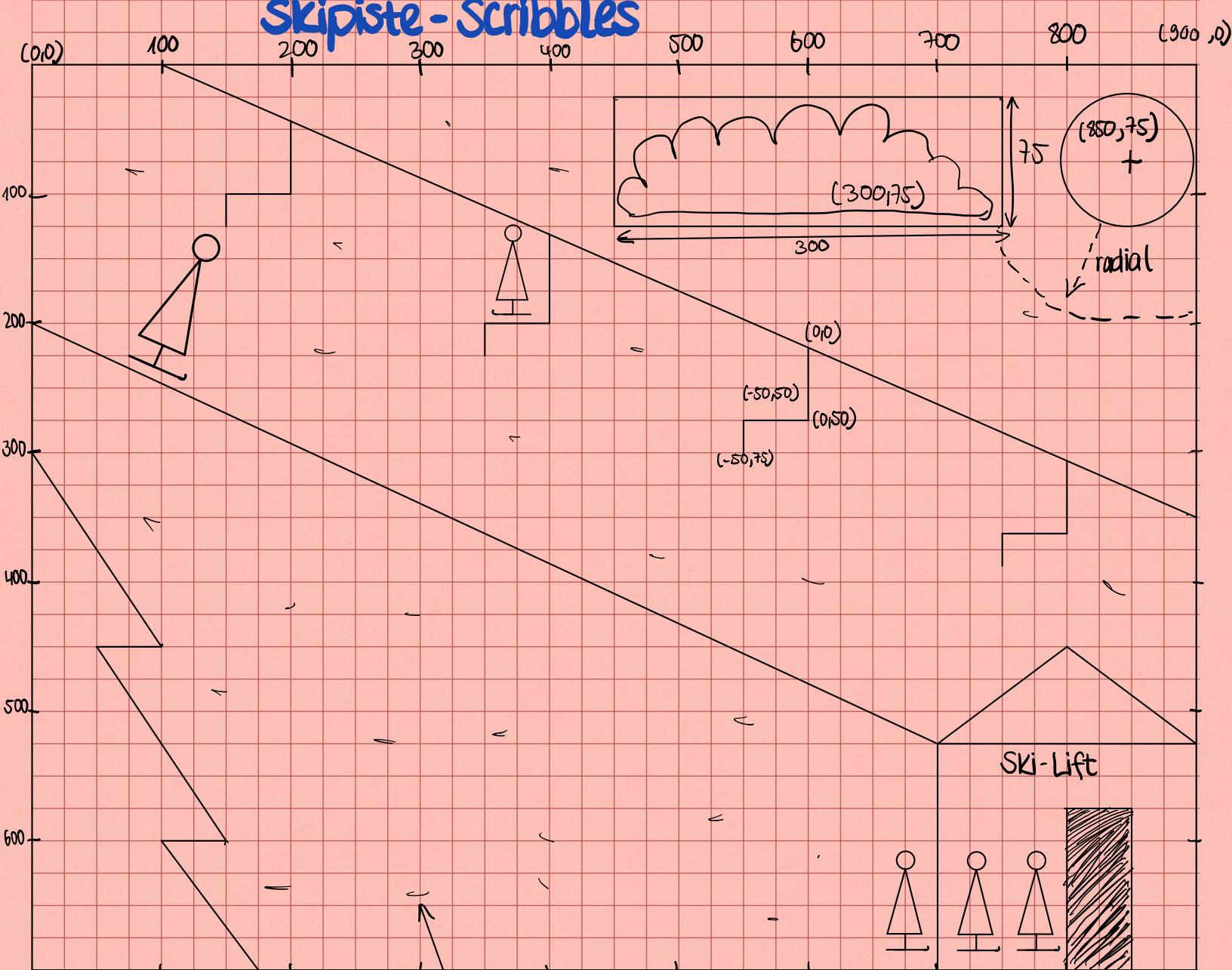


Skipiste - Scribbles



random
snowflakes

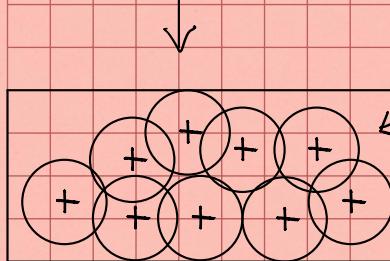
Ski-Lift

Cloud:



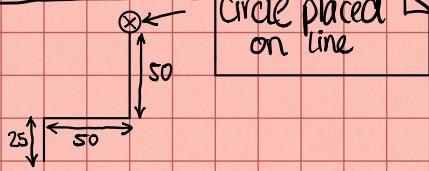
Skipiste-Classes

gradient
- $a = 0.5$
- $a = 0$



Particles randomly placed in area

Lift-Seats:



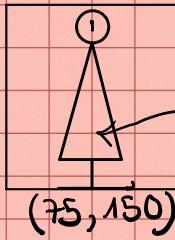
Circle placed on line

25

50

50

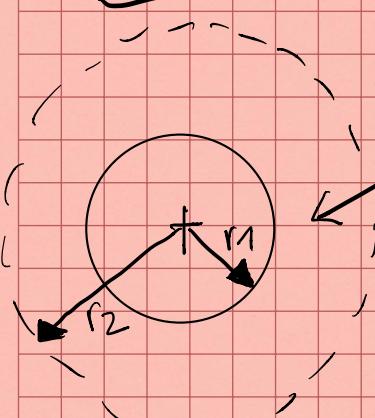
Skier:



random color

(75, 150)

Sun:



gradient
- yellow
- $a = 0$

r_1

r_2

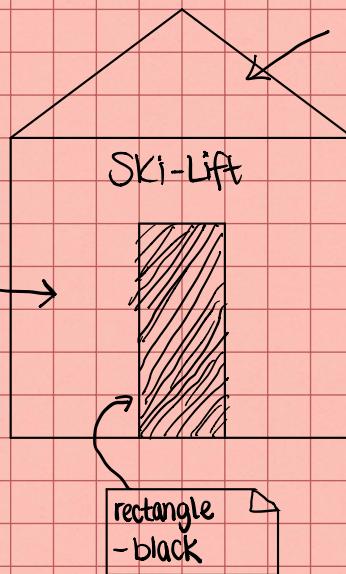
Particles randomly placed on canvas

Snowflakes:



gradient
- white
- $a = 0.5$

Lift-House:



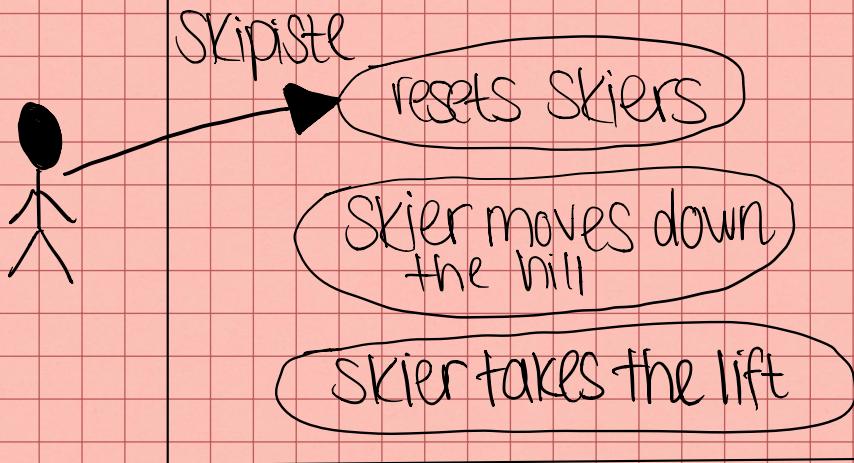
path
fill green

Font
- 40 px
- Arial

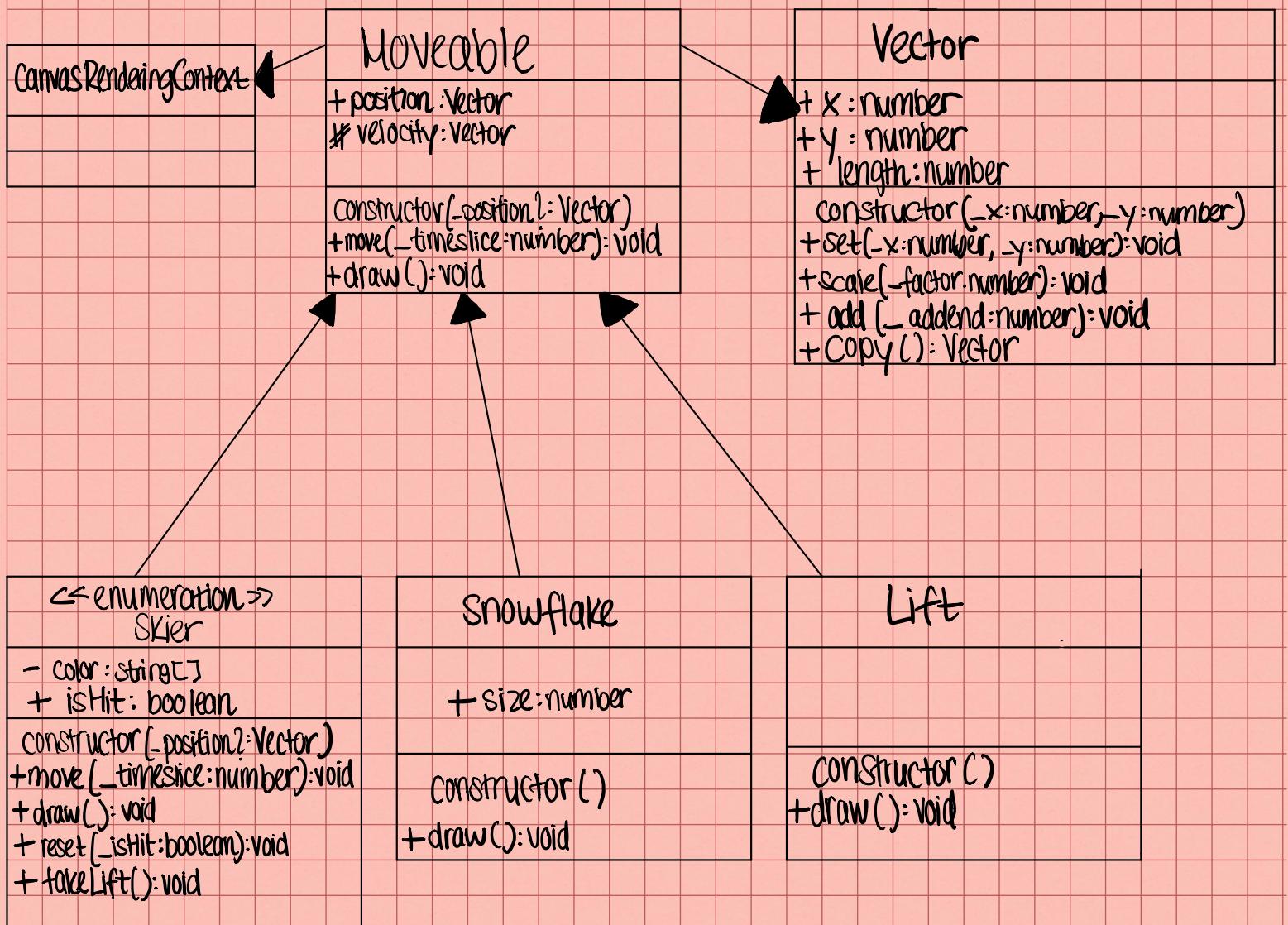
rectangle
- brown

rectangle
- black

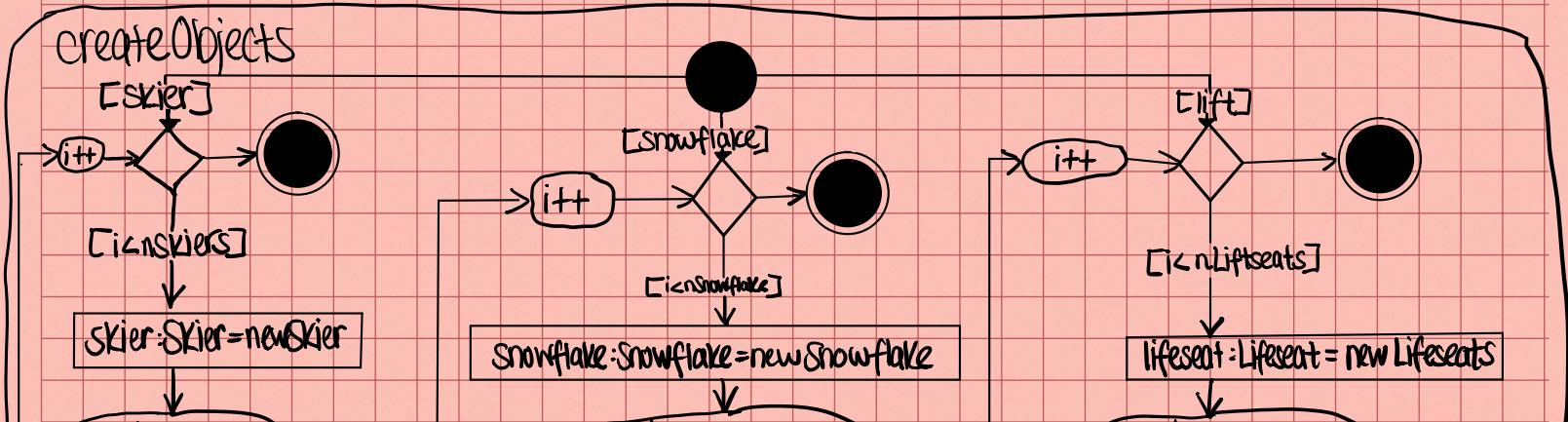
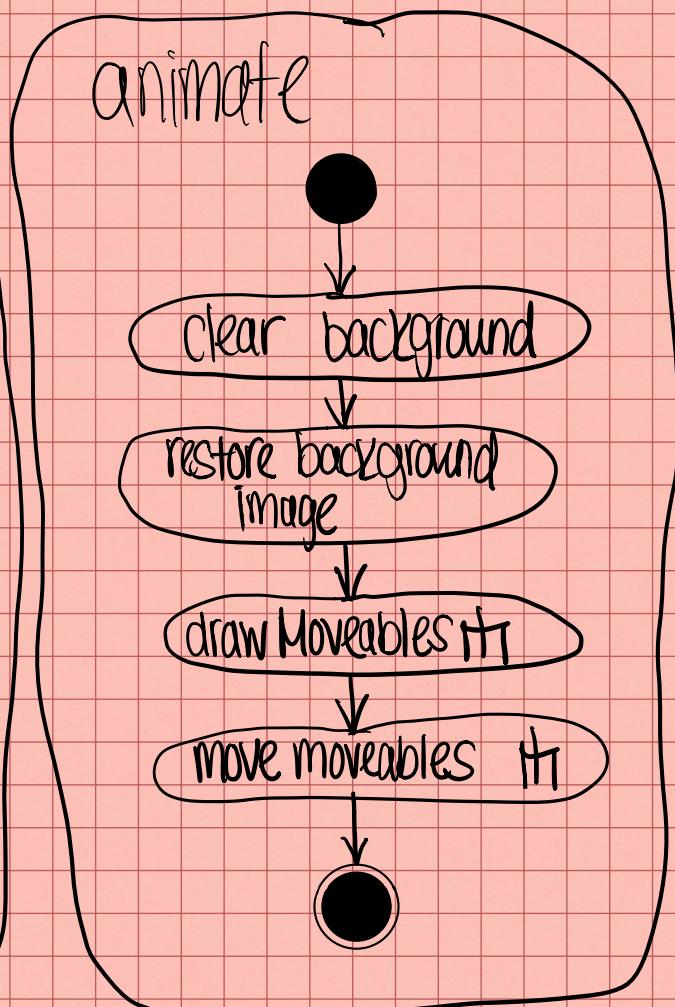
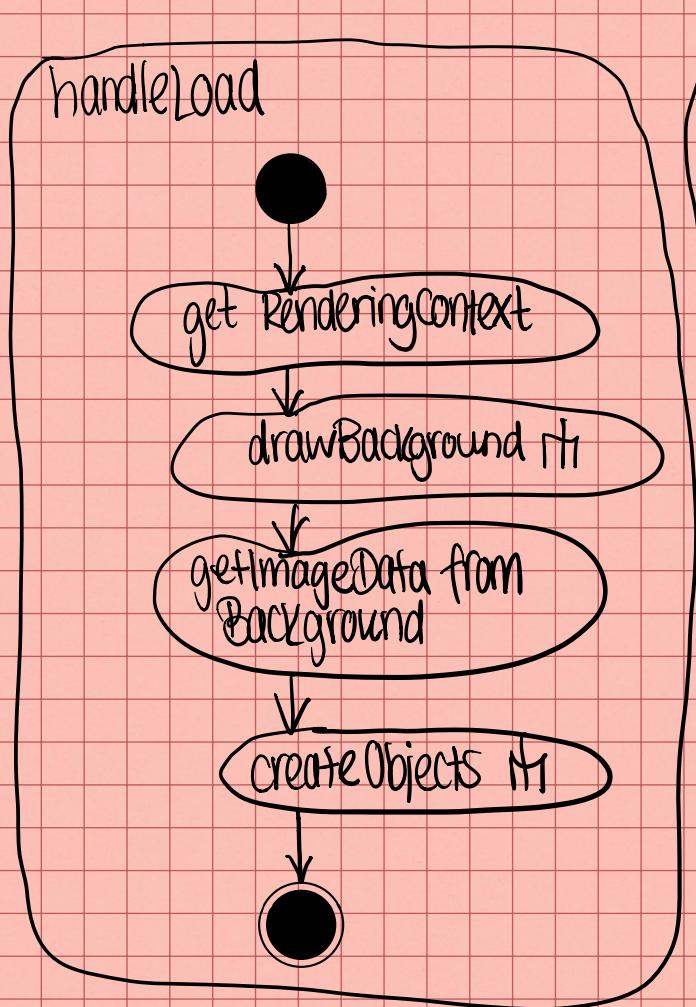
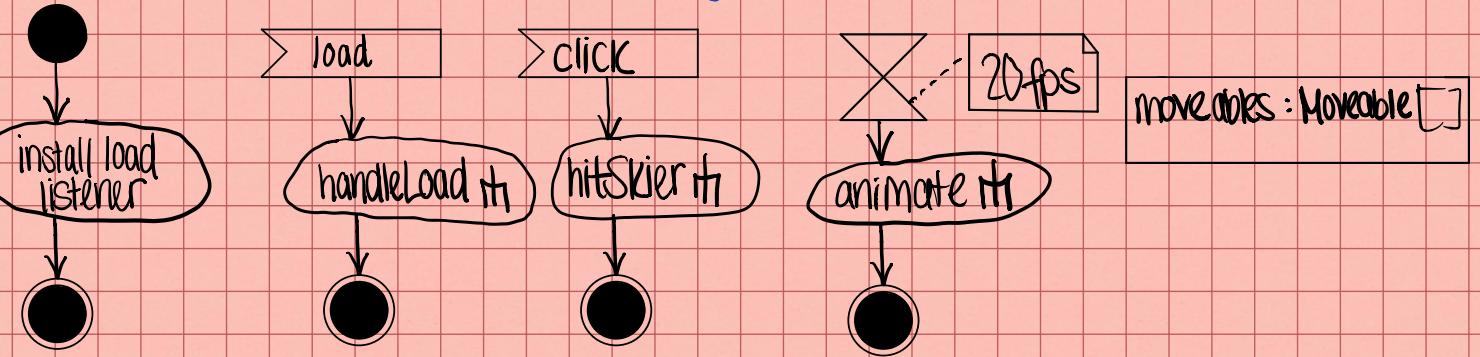
Use-Case-Diagram



Class-Diagram



Activity-Diagram - Main

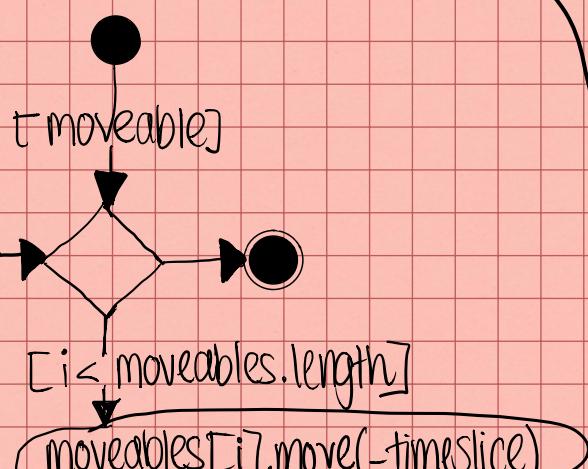


push skier into
moveables. array

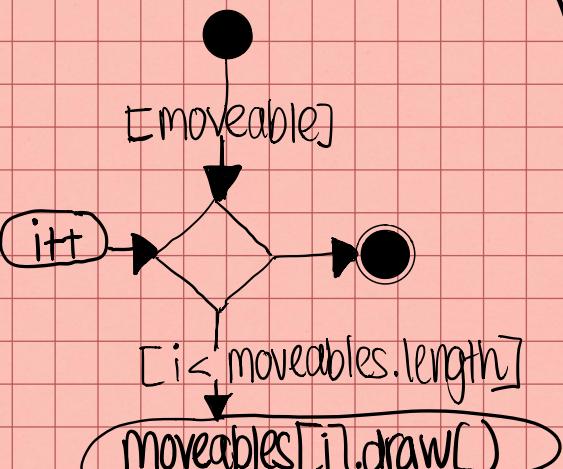
push snowflake into
moveables. array

push lifeseat into
moveables. array

moveMoveables



draw Moveables



event: mouseEvent

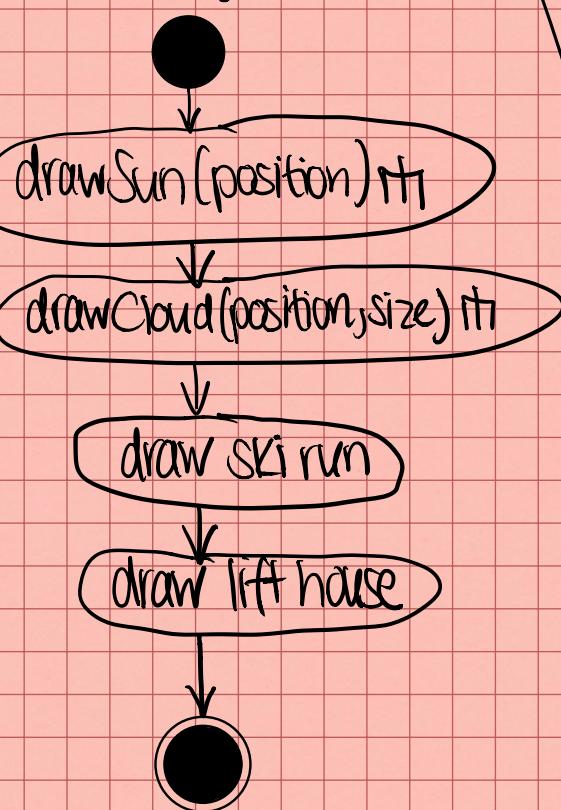
[mousePosition is near skierPosition]

Skier.reset

isHit = true

Activity Diagram – Background

drawBackground



drawSun

-position:Vector

r1:number = 30
r2:number = 150
gradient = radialGradient

set color stops for gradient
transparent at 1
yellow at r1/r2

save transform

translate to position

draw full circle
with r2

restore transformation

drawCloud

- position: Vector
- size : Vector

nParticles : number = 40
radiusParticle : number = 20
particle = path with full circle with radiusParticle
gradient = radialGradient with a=0.7 to a=0

save transform

translate to position

restore transformation

[draw < nParticles]

x : number = (random - 0.5) * size.X
y : number = -random * size.y

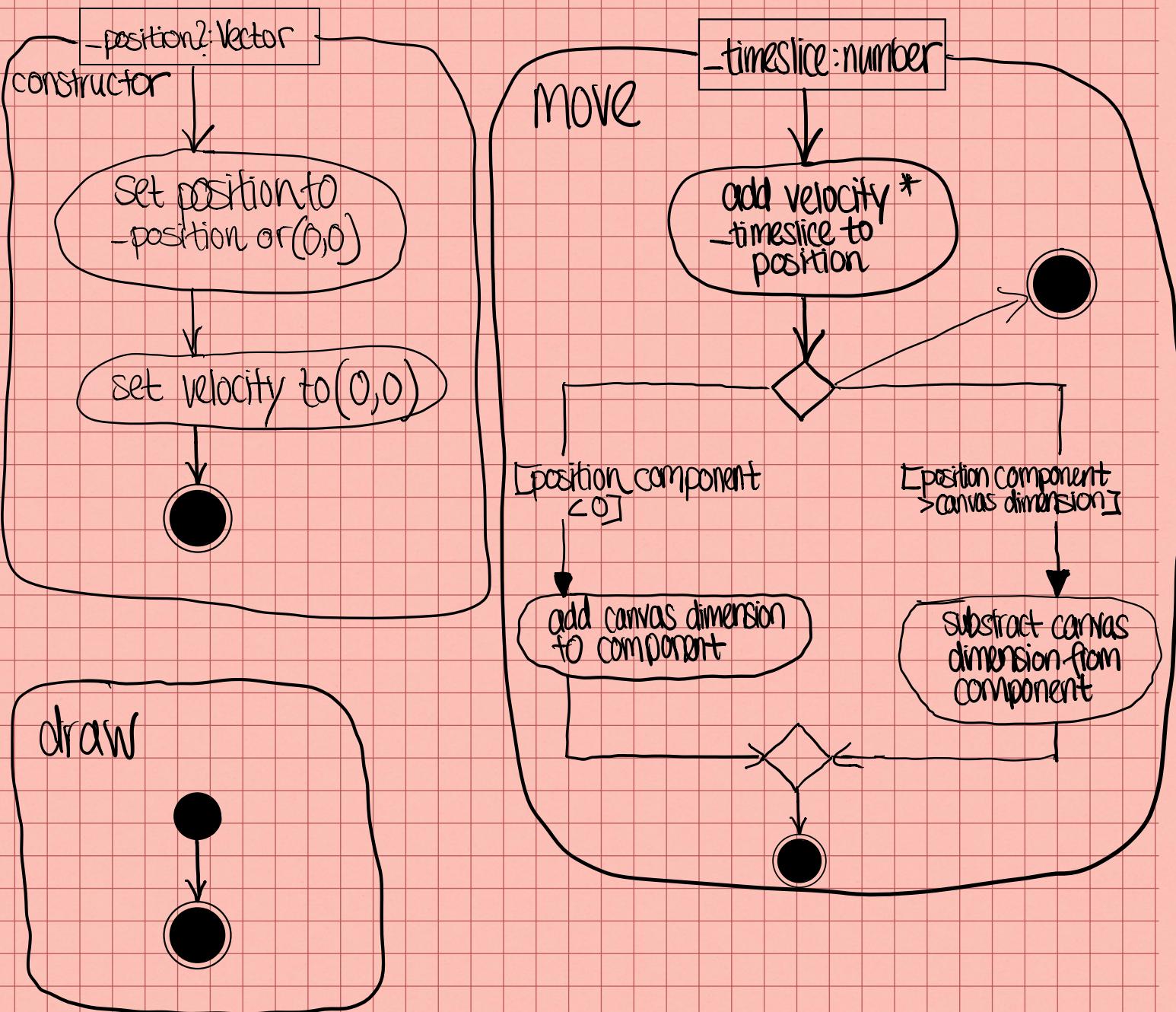
save transform

translate to x.y

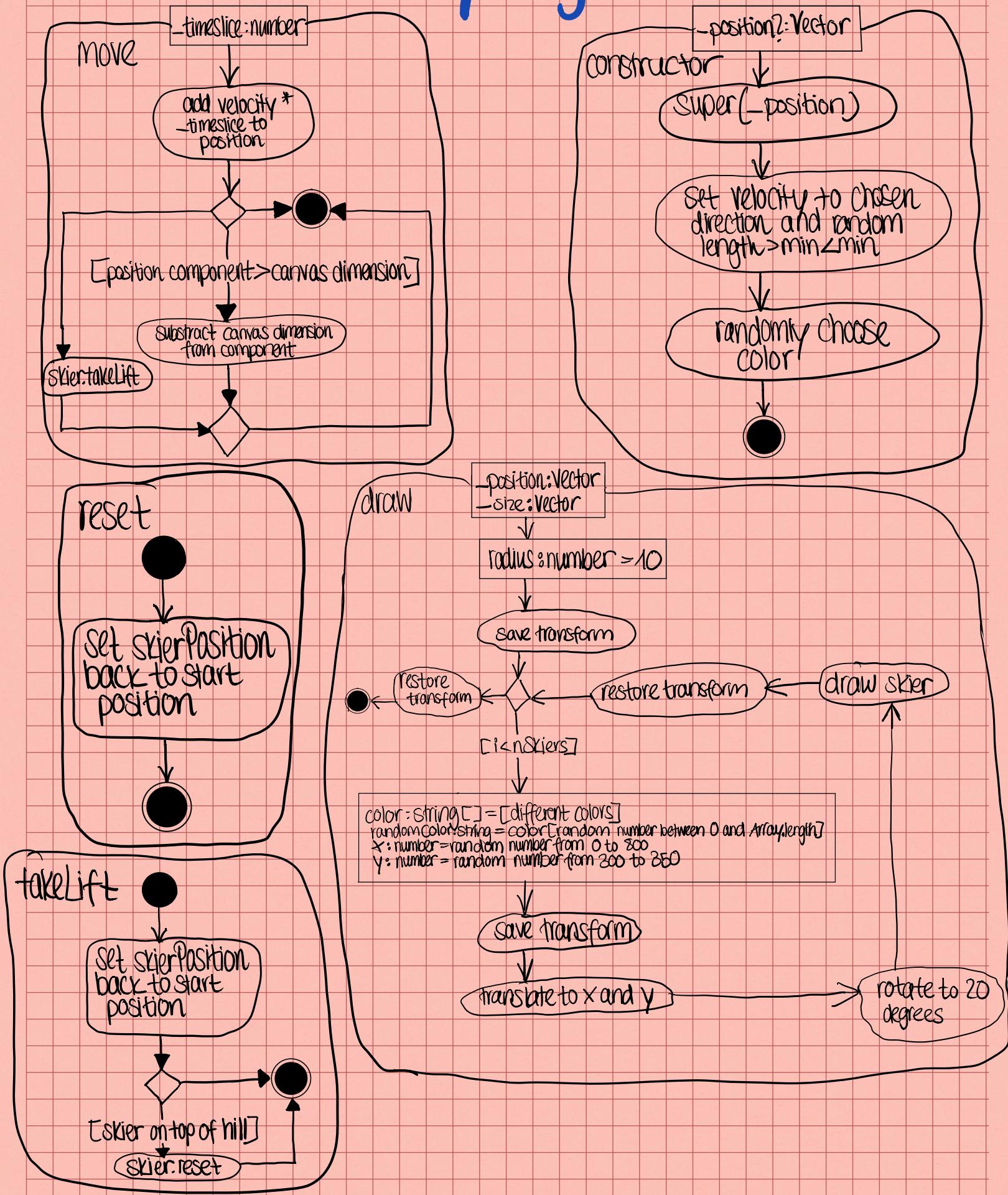
draw particle

restore transformation

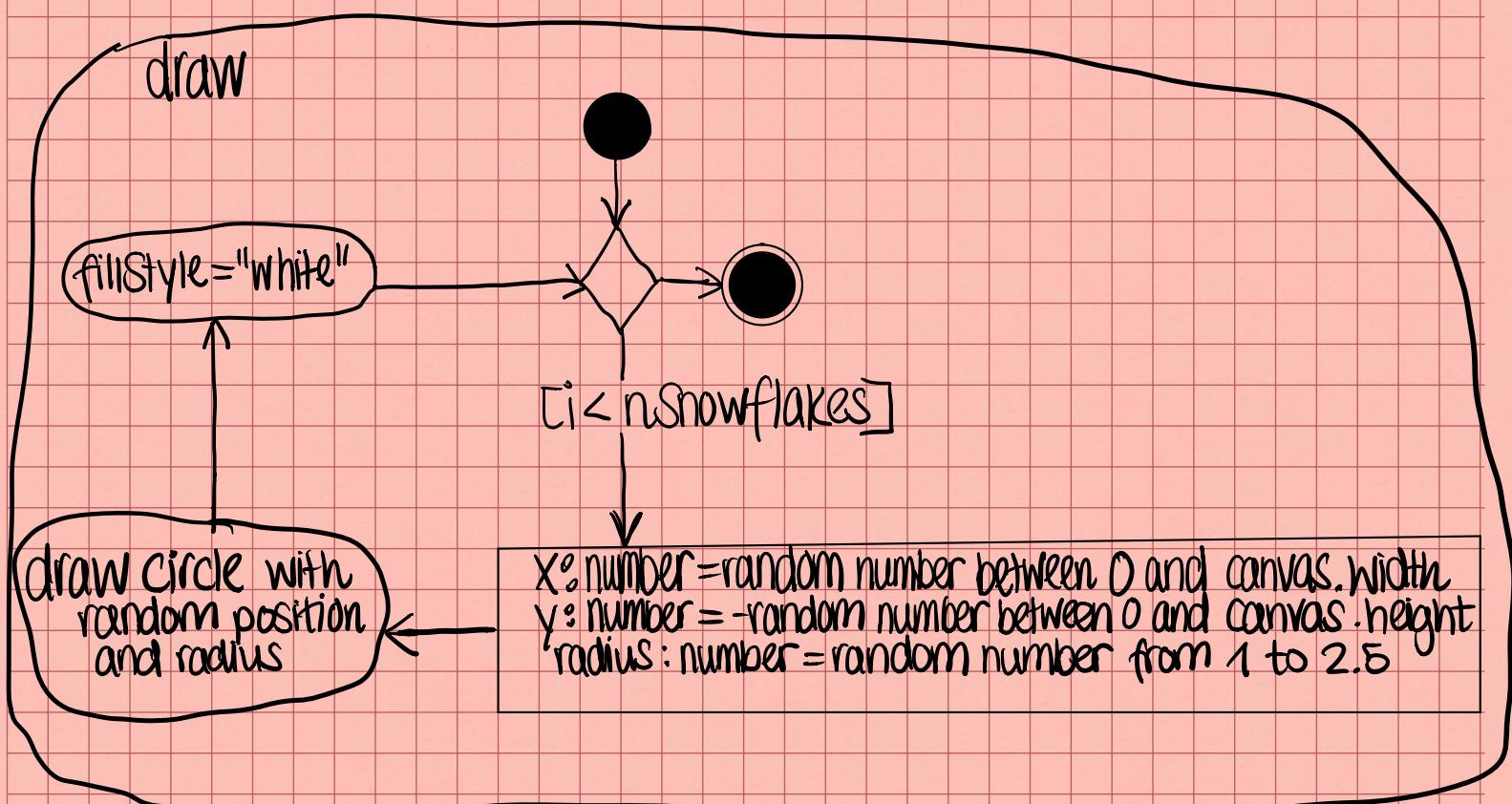
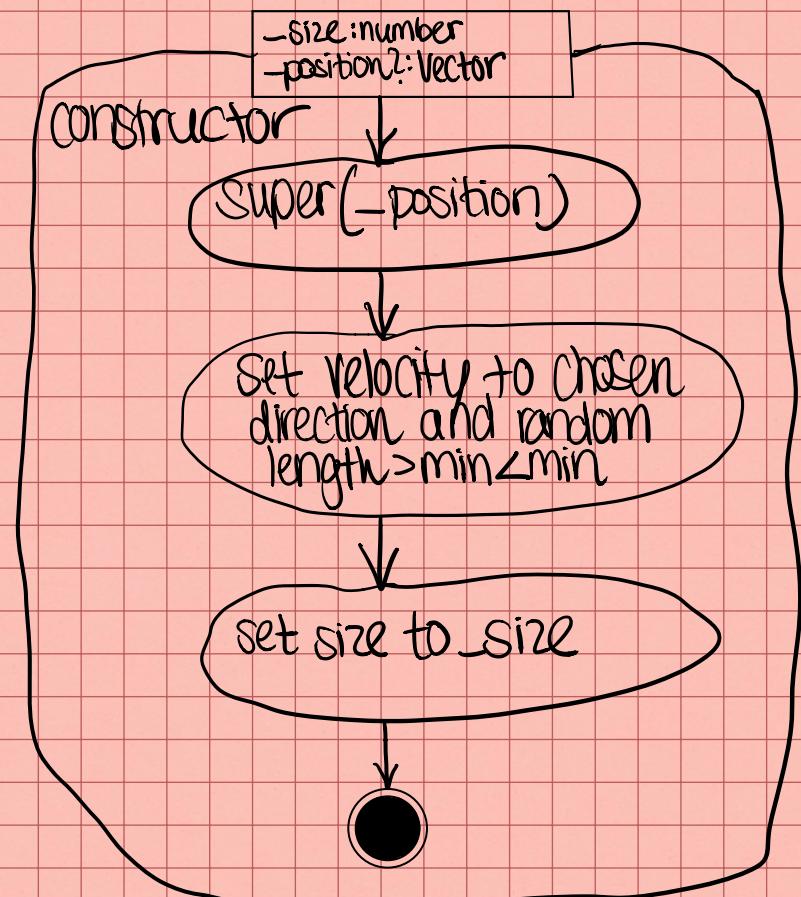
Activity Diagram - Moveables



Activity Diagram - Skier



Activity Diagram - Snowflake



Activity Diagram - Lifeseat

