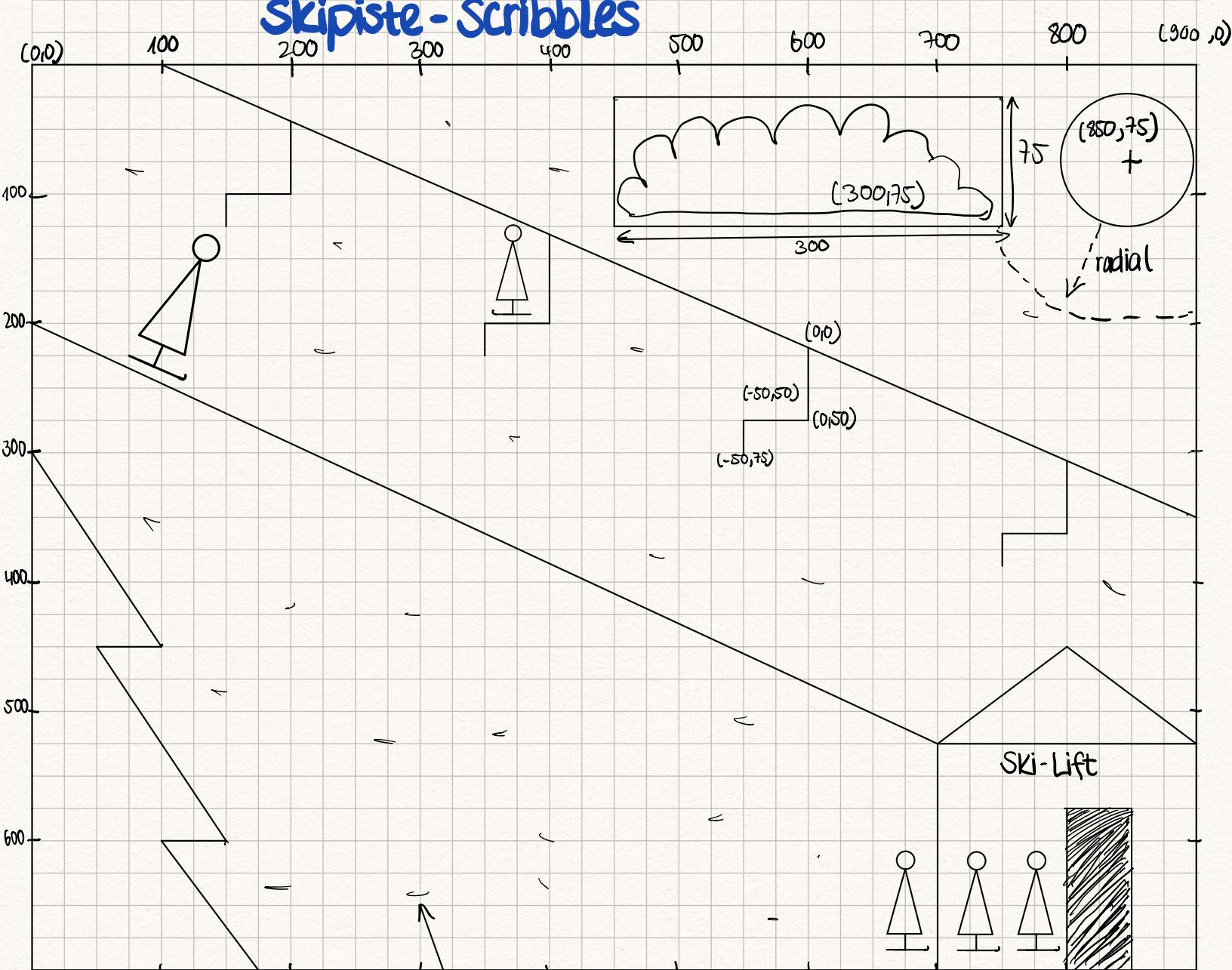


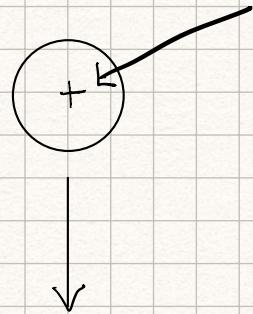
Skipiste - Scribbles



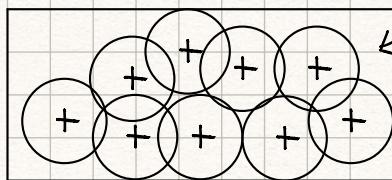
random
snowflakes

Cloud:

Skipiste - Classes

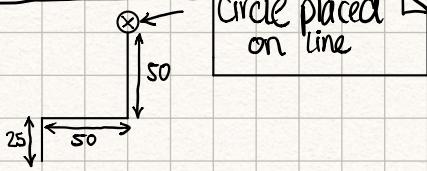


gradient
- $a = 0.5$
- $a = 0$



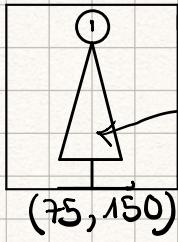
Particles randomly placed in area

Lift- Seats:



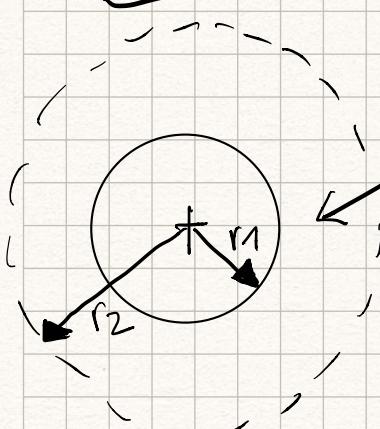
Circle placed on line

Skier:



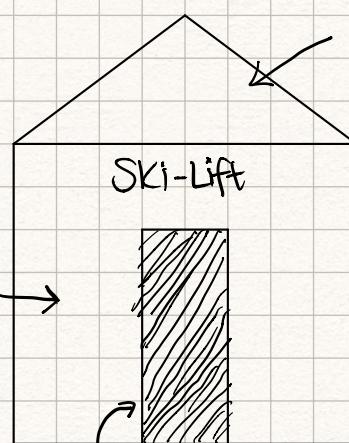
random color

Sun:



gradient
- yellow
- $a = 0$

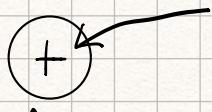
rectangle
- brown



path
fill green

Font
- 40 px
- Arial

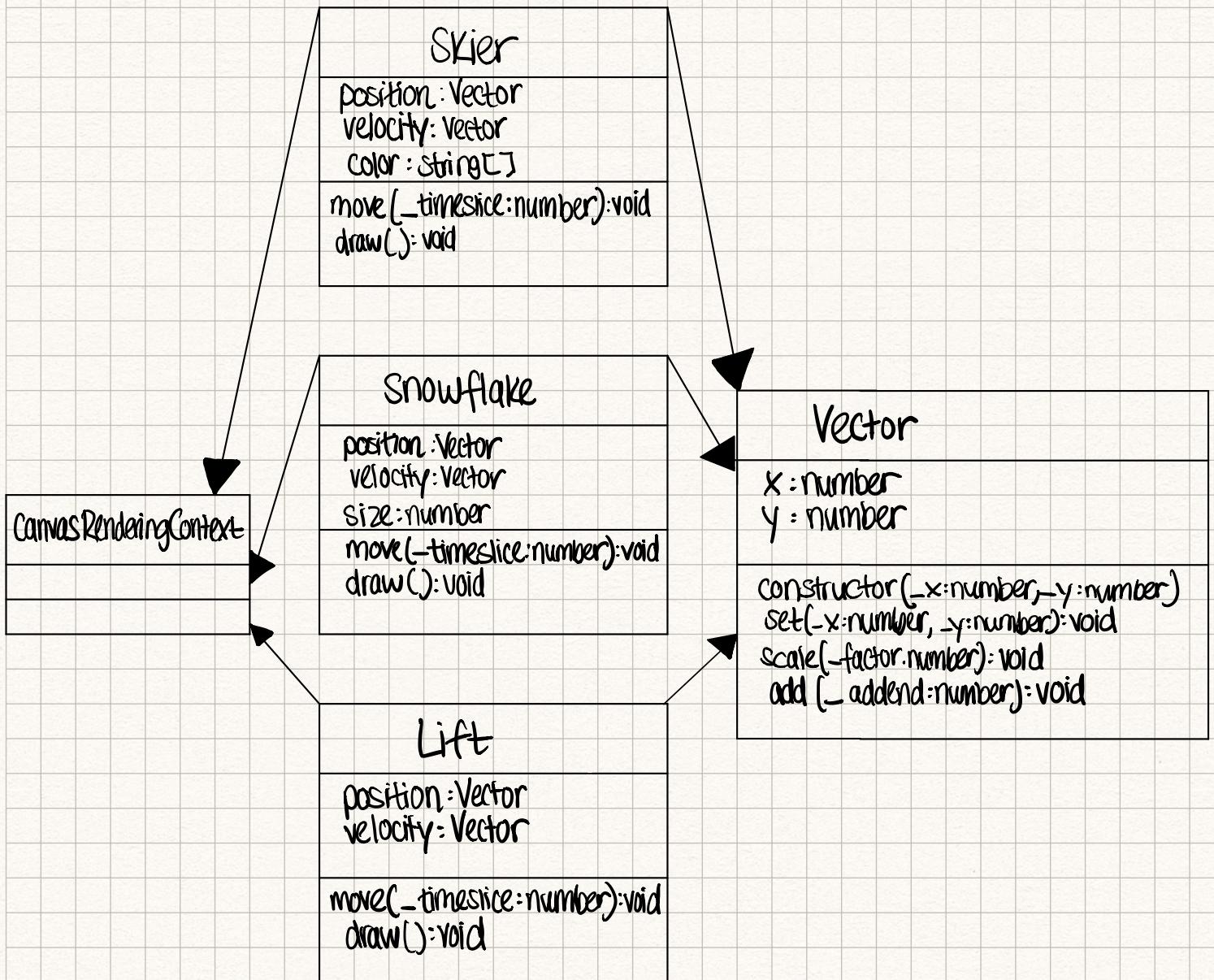
Snowflakes:



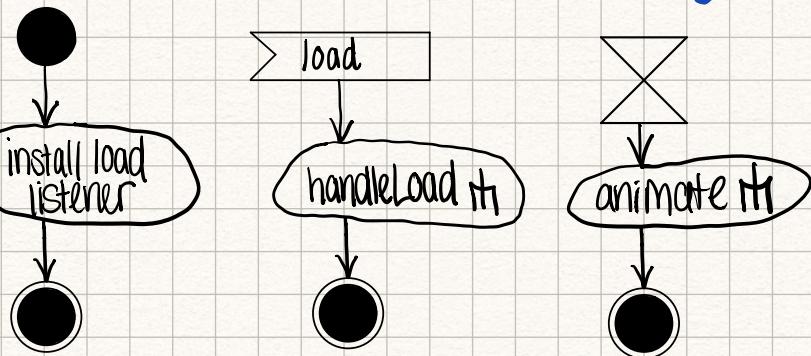
Particles randomly placed on canvas

gradient
- white
- $a = 0.5$

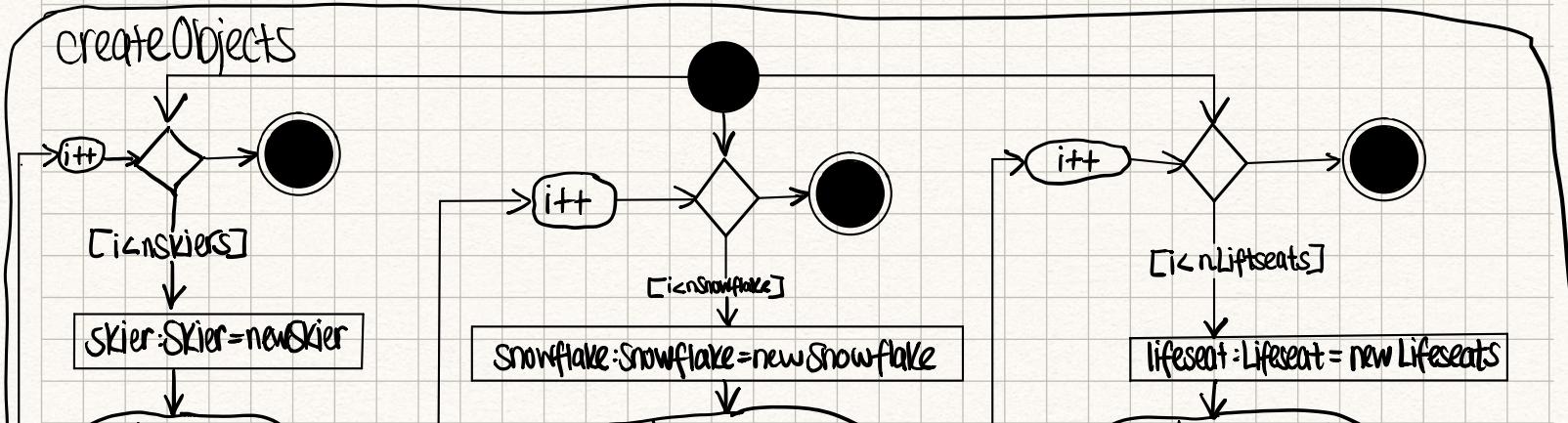
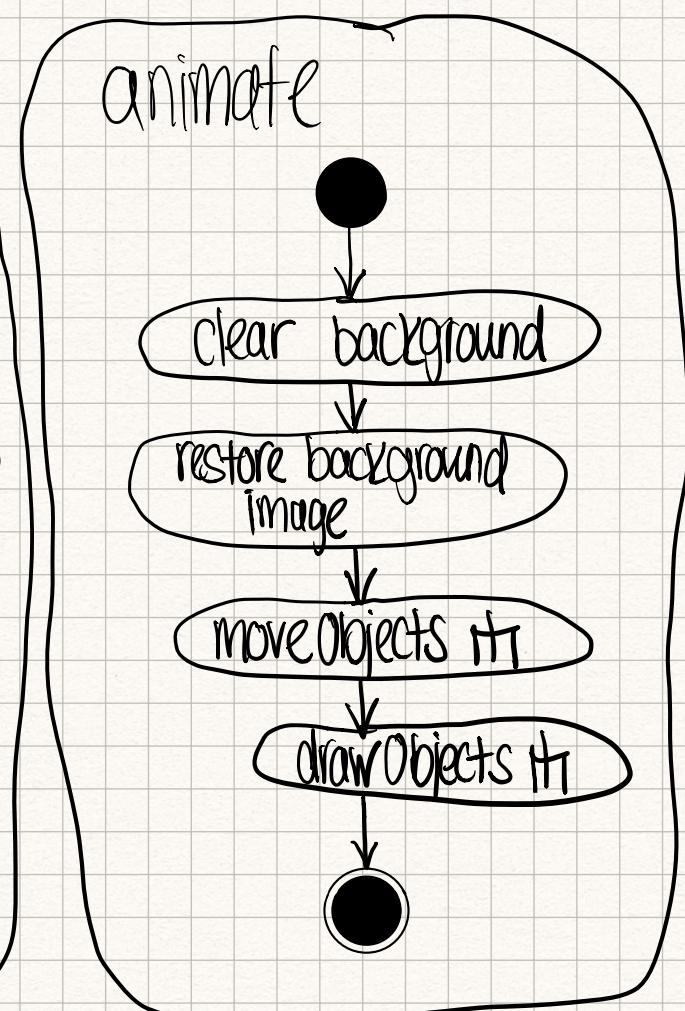
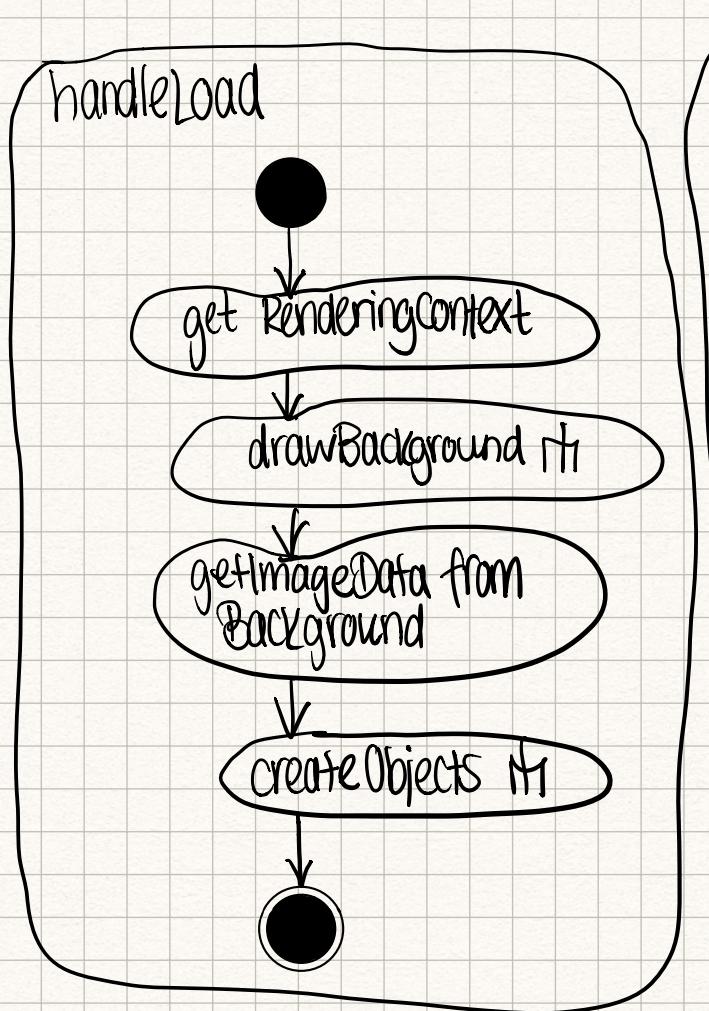
Class-Diagram



Activity-Diagram - Main



Skiers: Skier = []
 snowflakes: Snowflake[] = []
 lifeSeats: Lifeseat[] = []

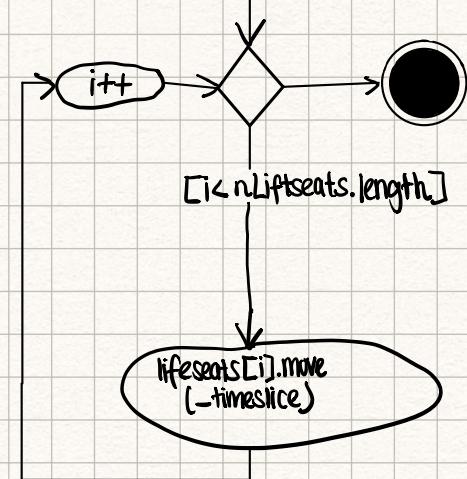
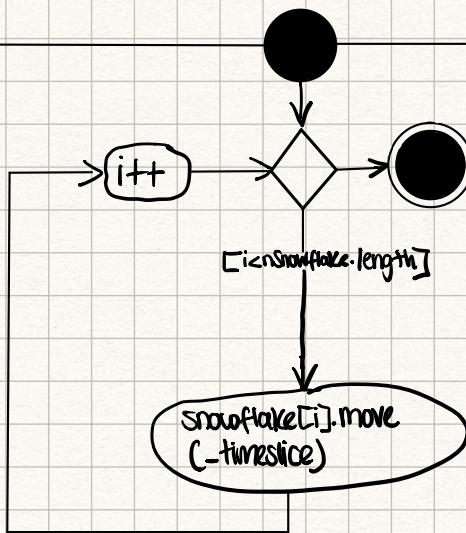
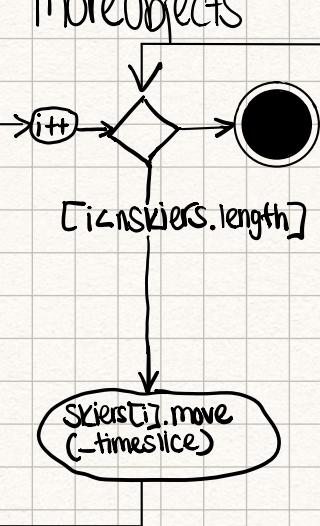


push skier into
skiers.array

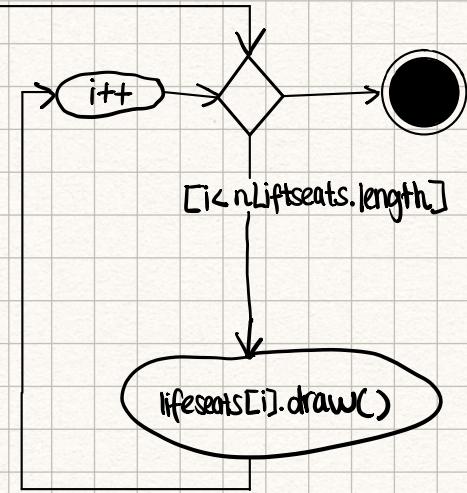
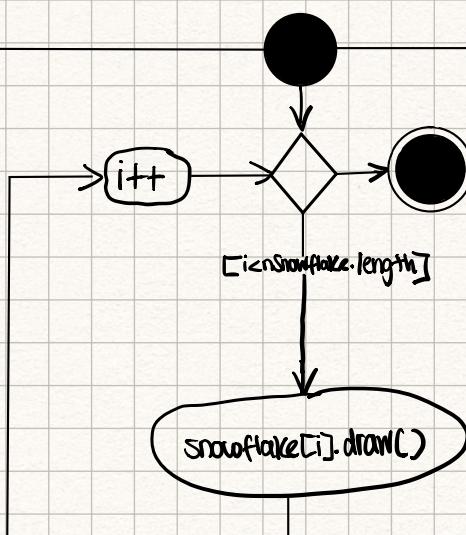
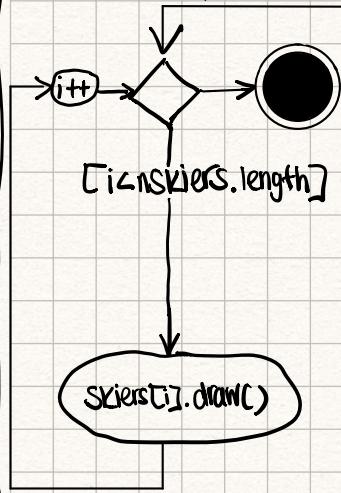
push snowflake into
snowflakes.array

push lifeseat into
lifeseats.array

MoreObjects

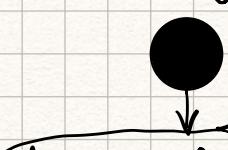


drawObjects



Activity Diagram – Background

drawBackground



drawSun(position) it!

drawCloud(position, size) it!

draw ski run

draw lift house



drawSun

-position: Vector

r1: number = 30

r2: number = 150

gradient = radialGradient

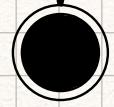
set color stops for gradient
transparent at 1
yellow at r1/r2

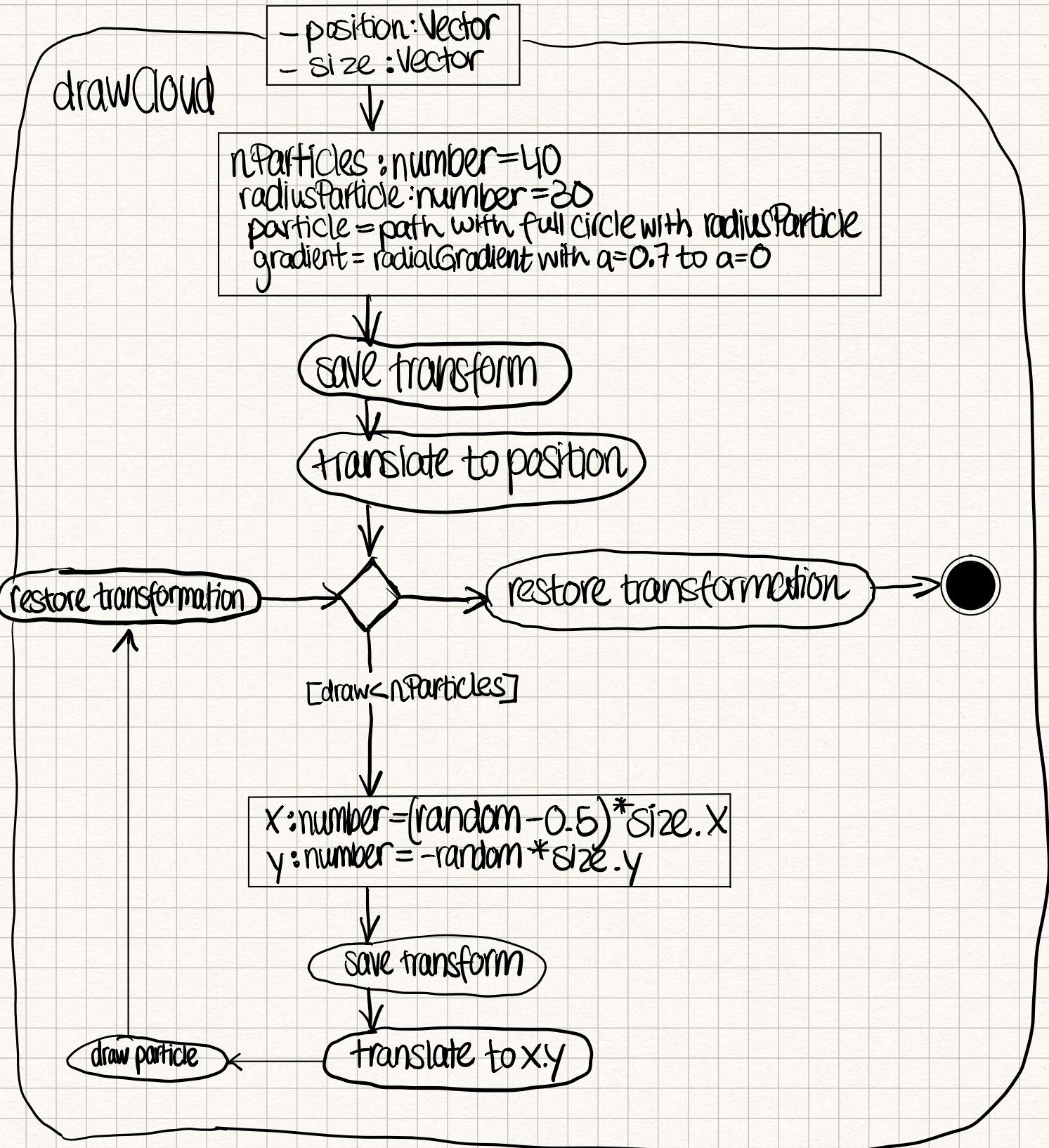
save transform

translate to position

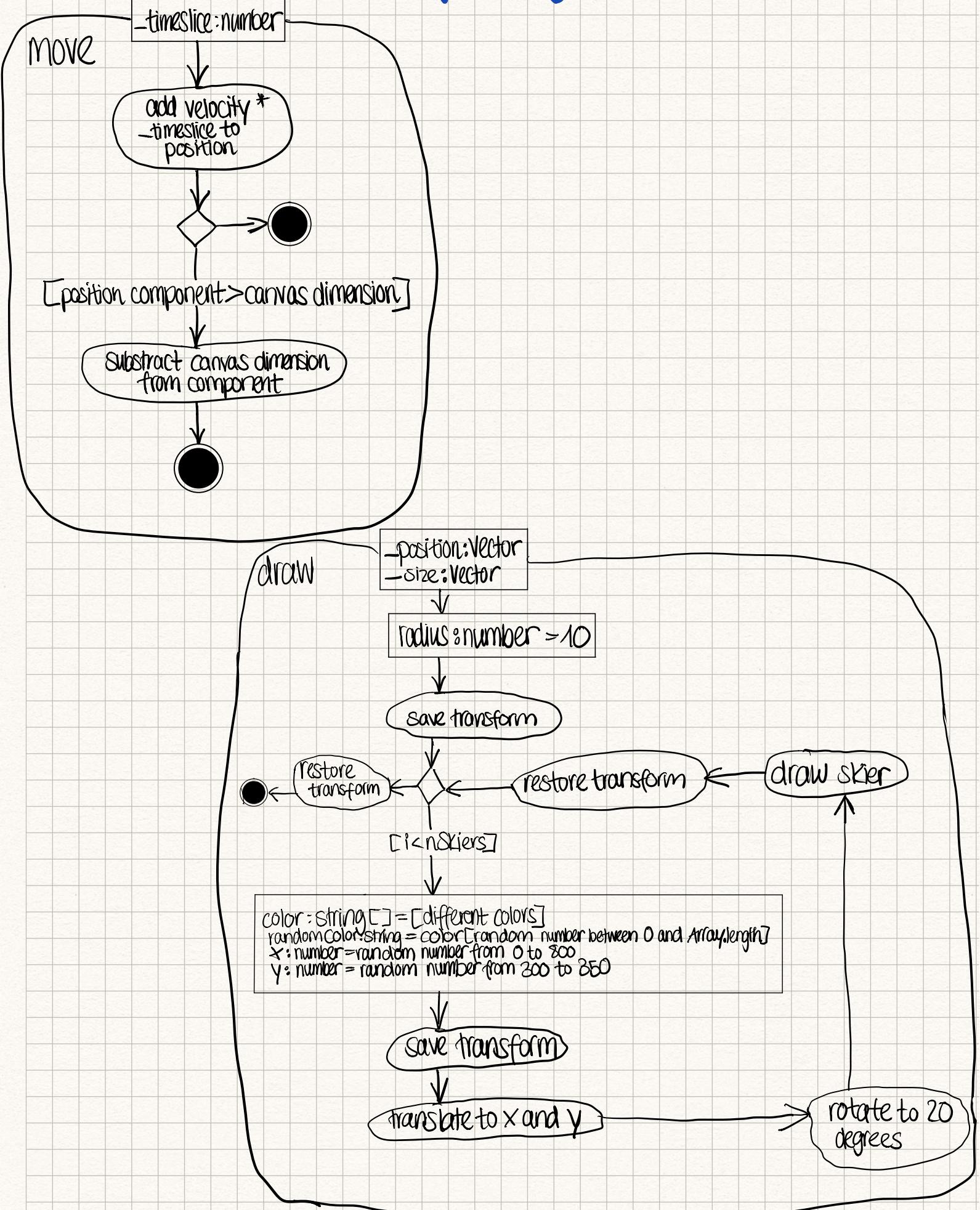
draw full circle
with r2

restore transformation

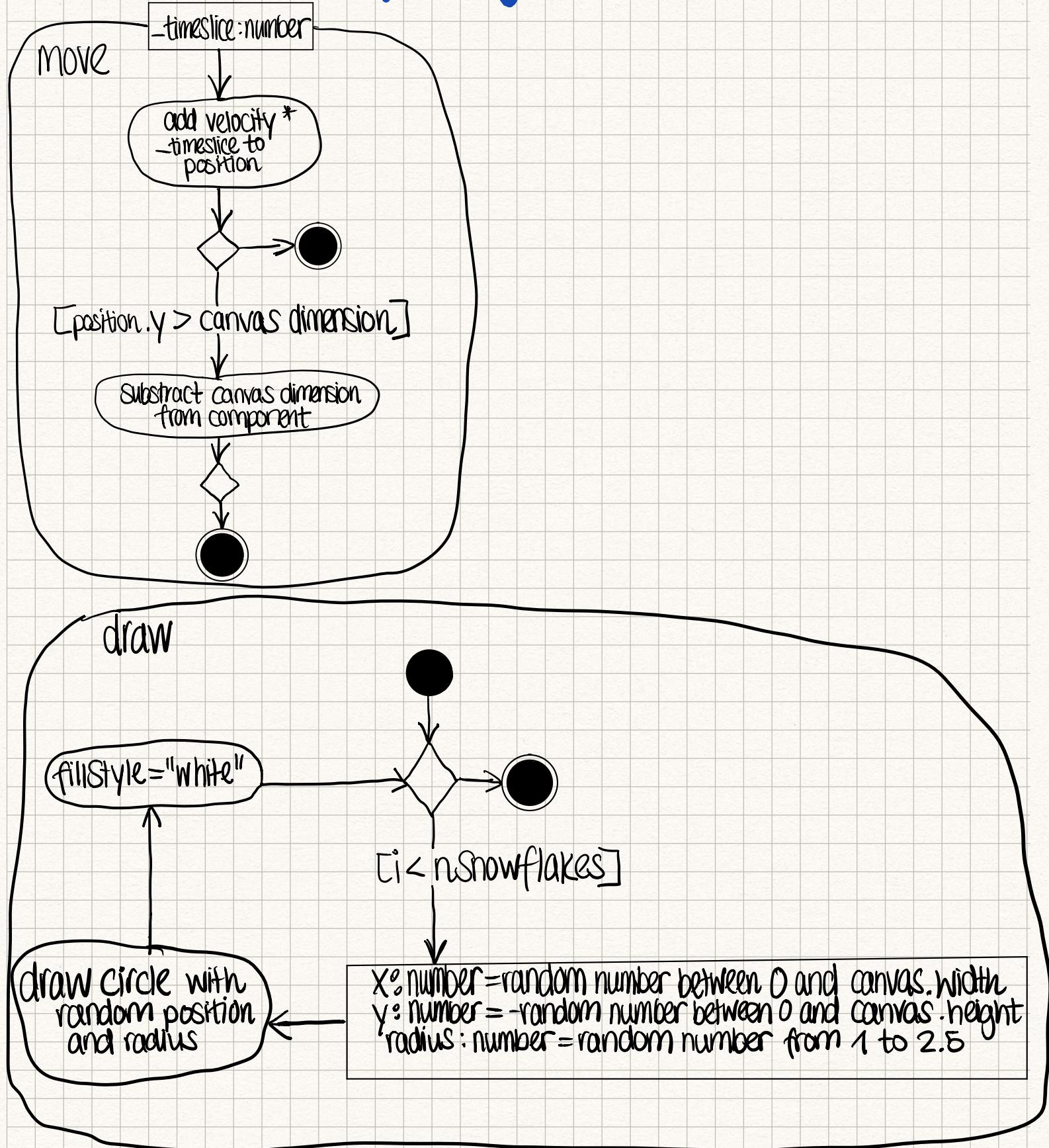




Activity Diagram - Skier



Activity Diagram - Snowflake



Activity Diagram - Lifeseat

