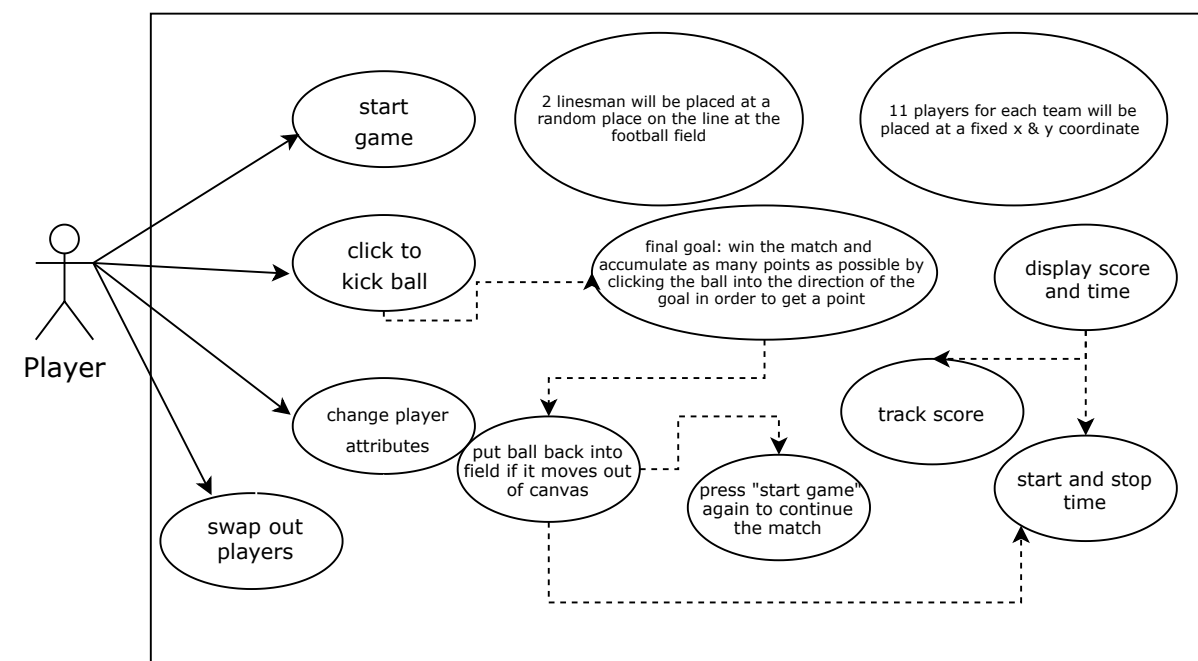
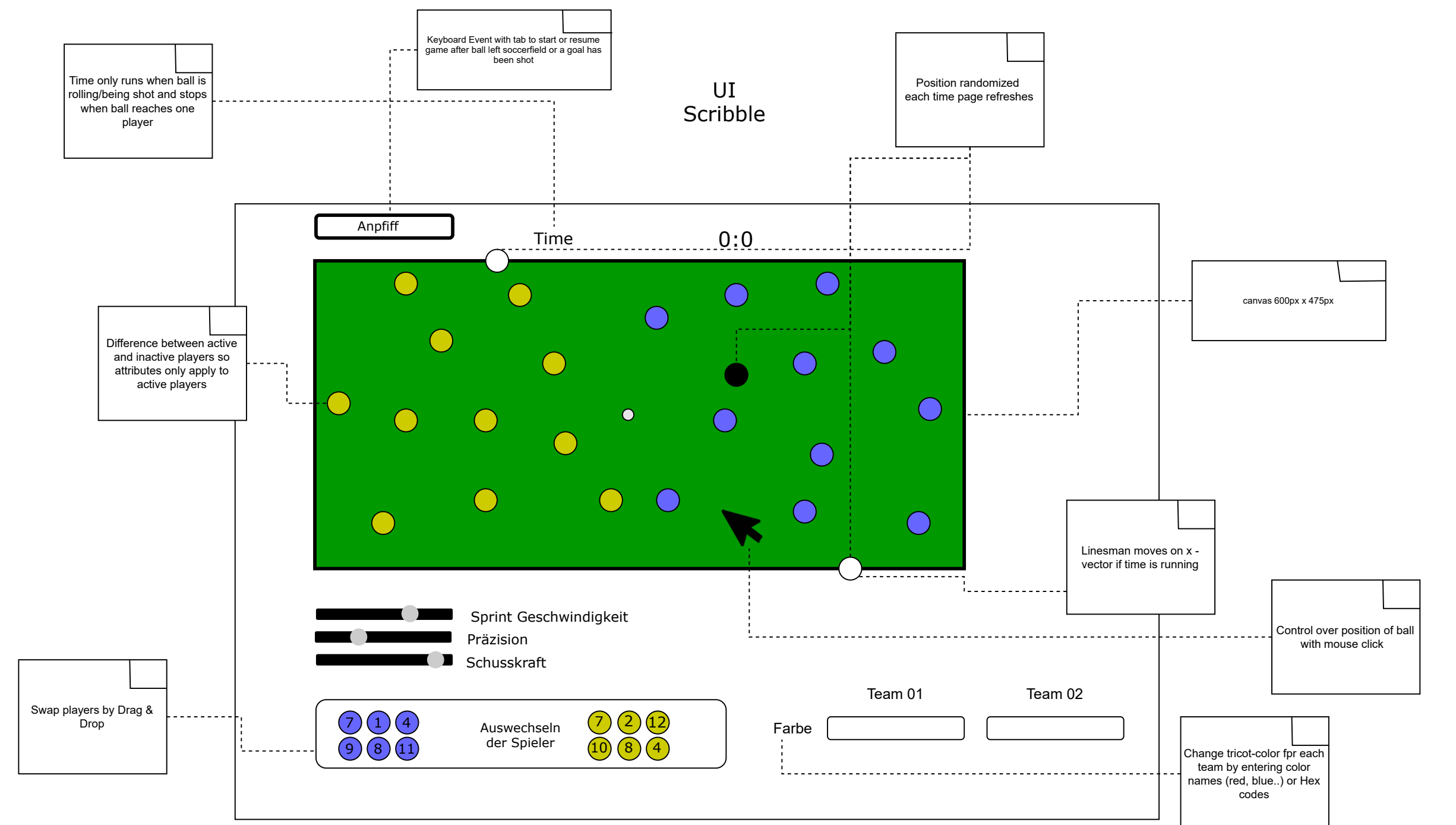
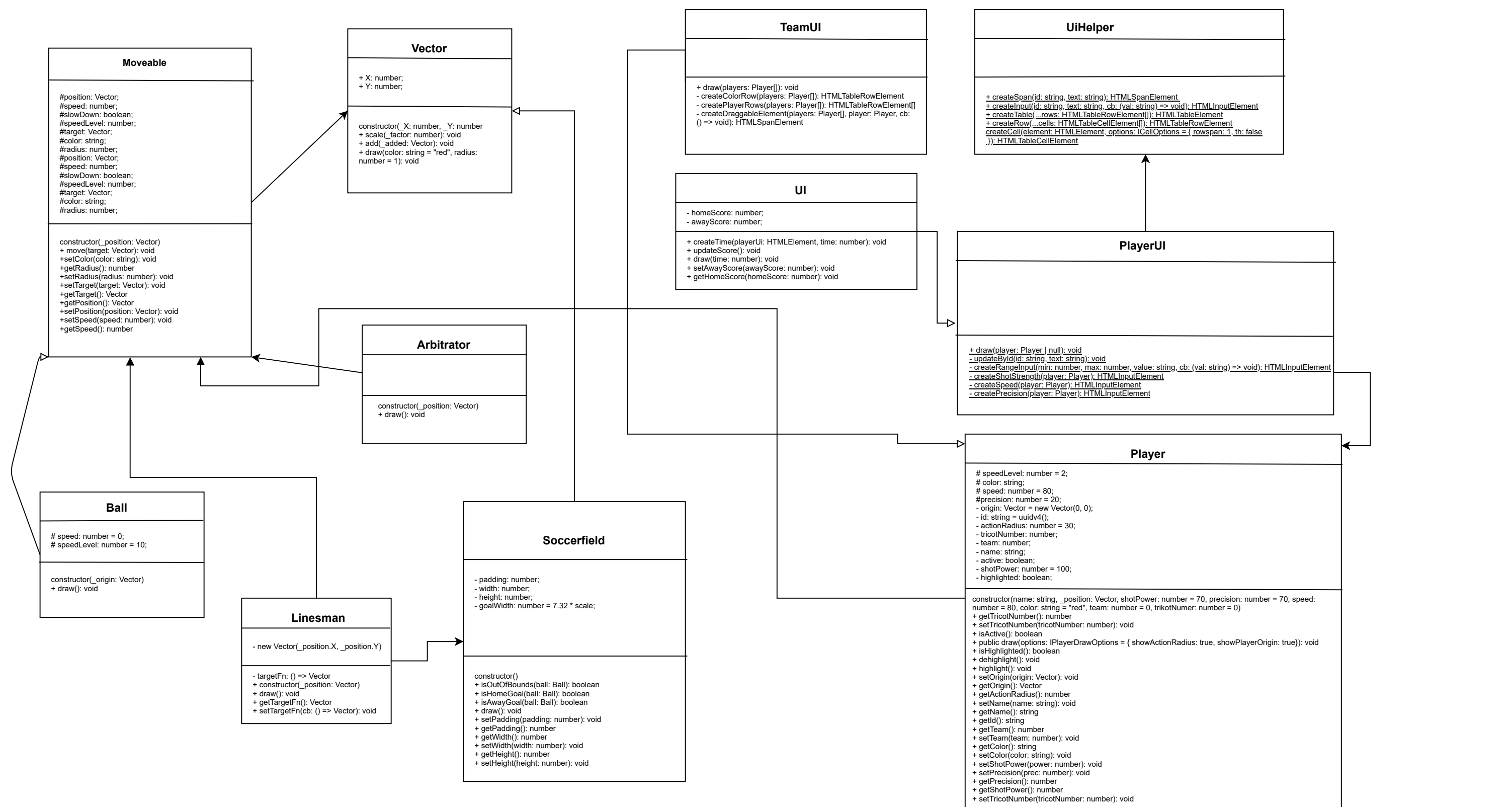


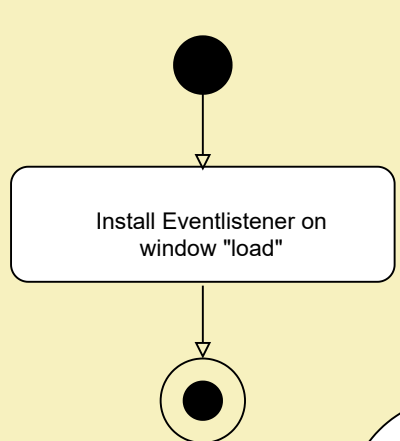
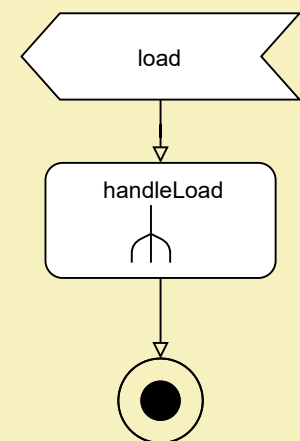
Use-Case-Diagram



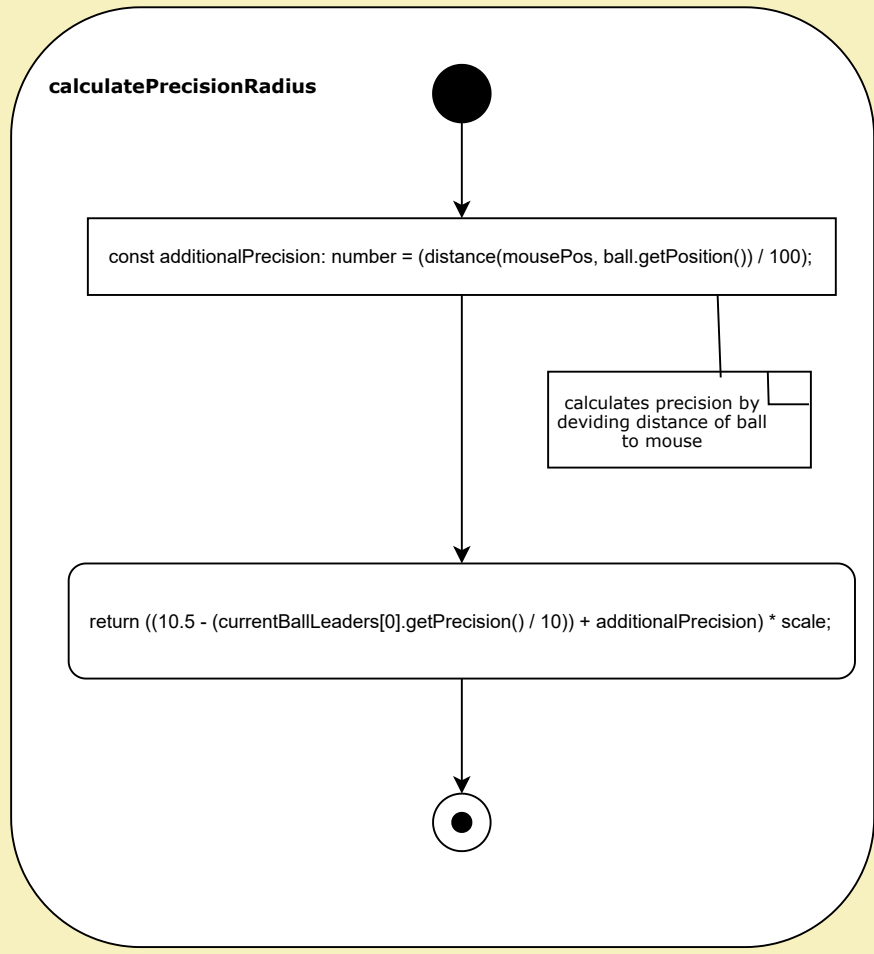
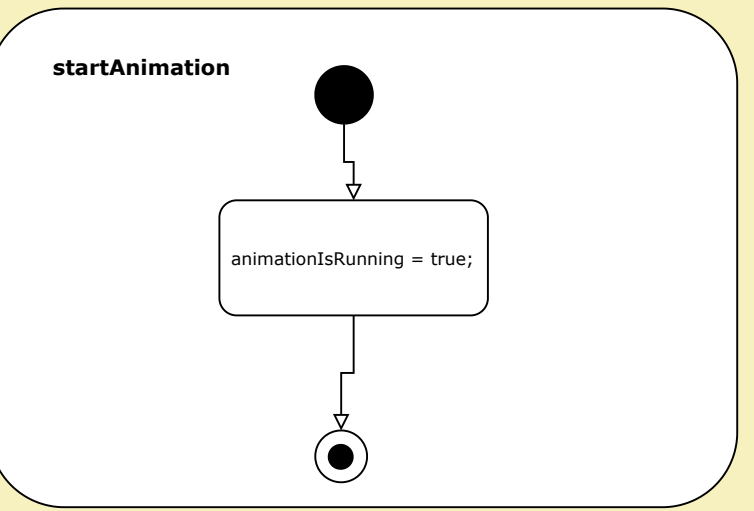
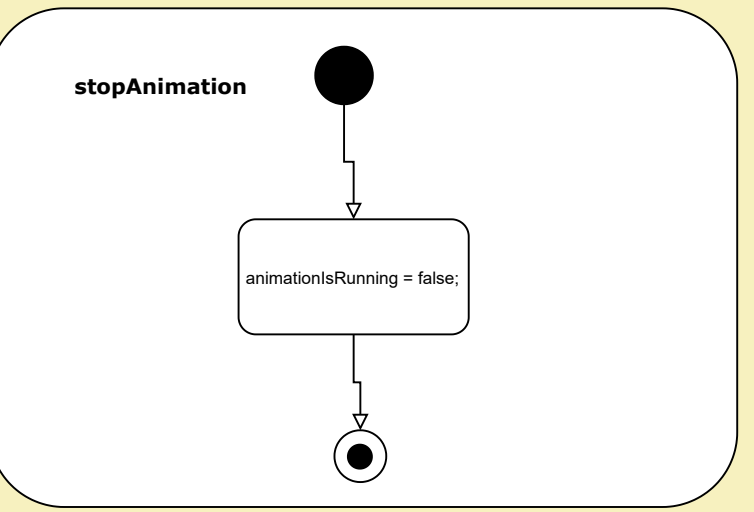
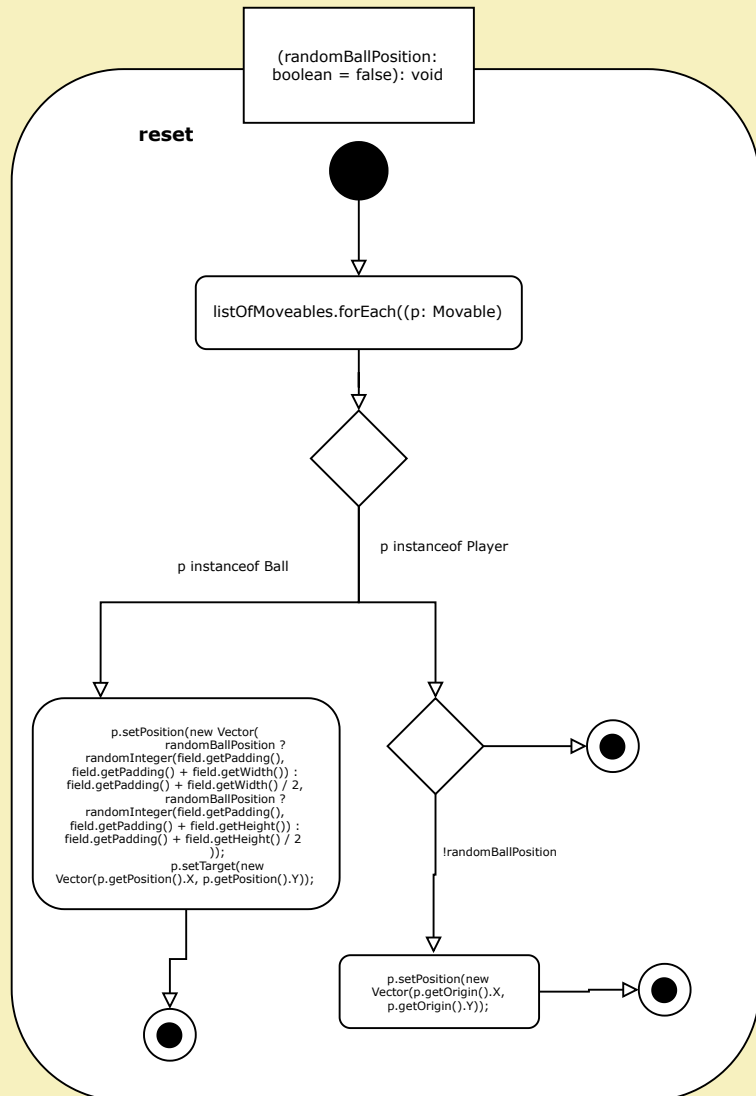
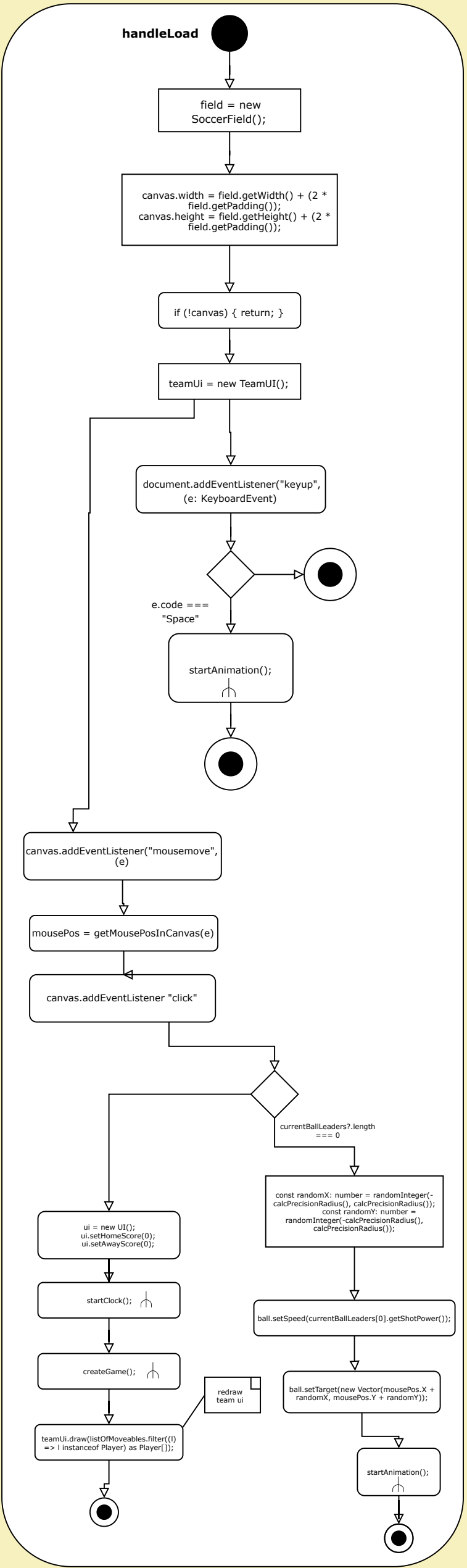
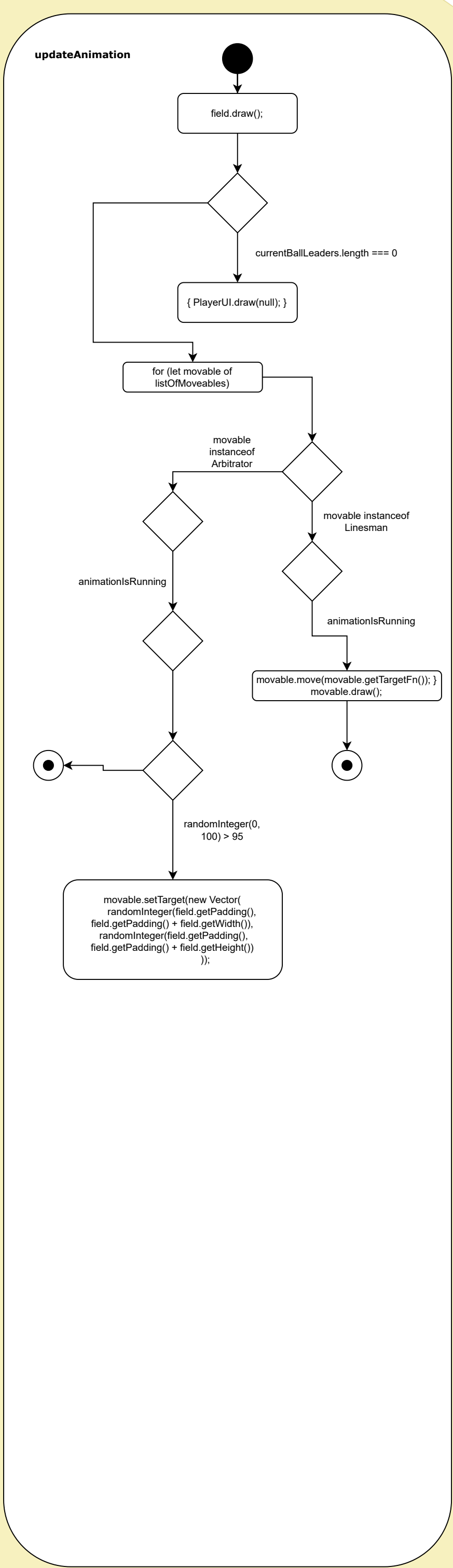
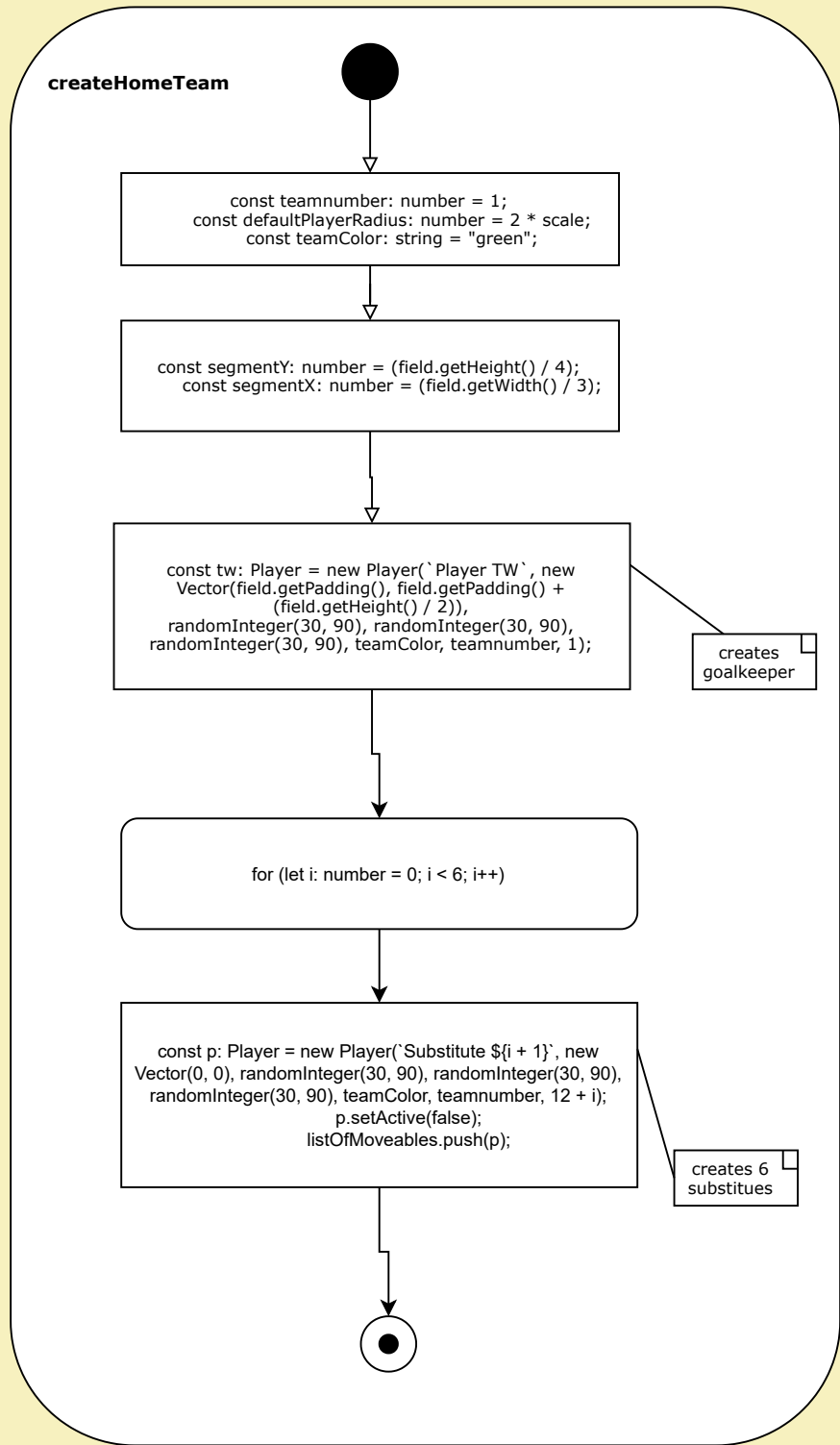
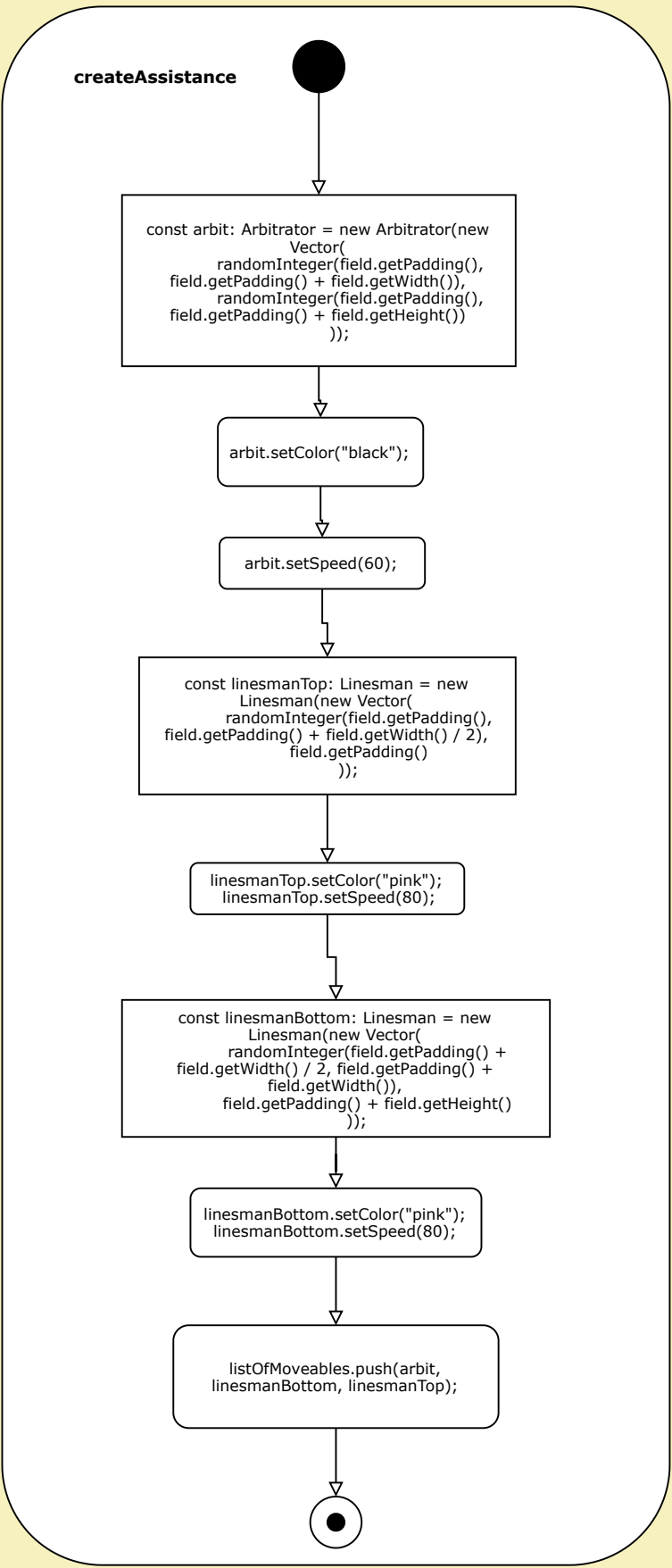
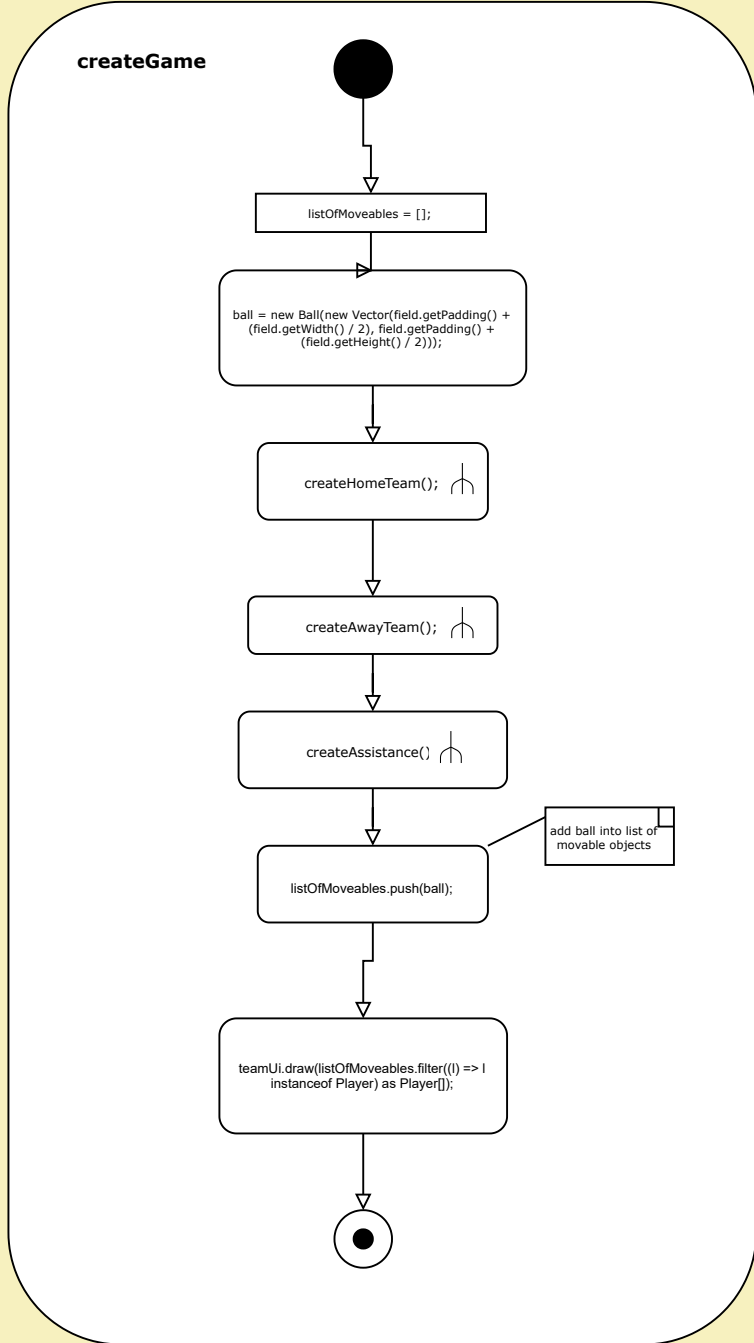
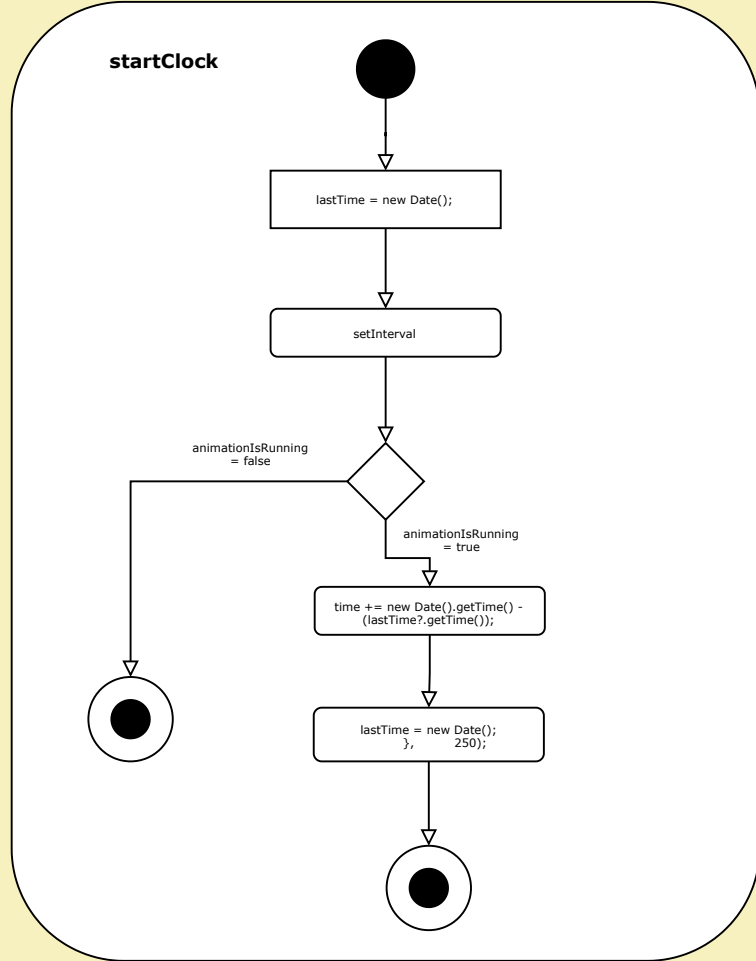
Klassendiagramm



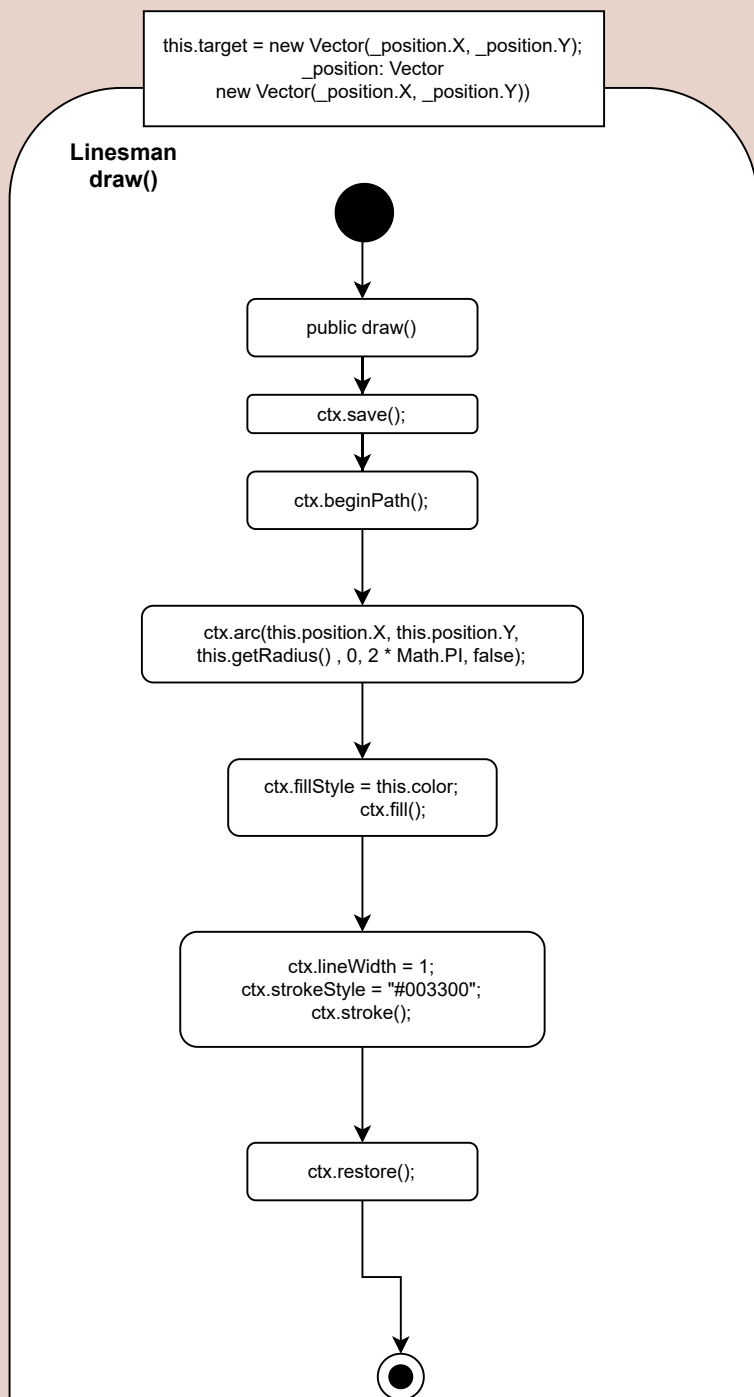
MAIN



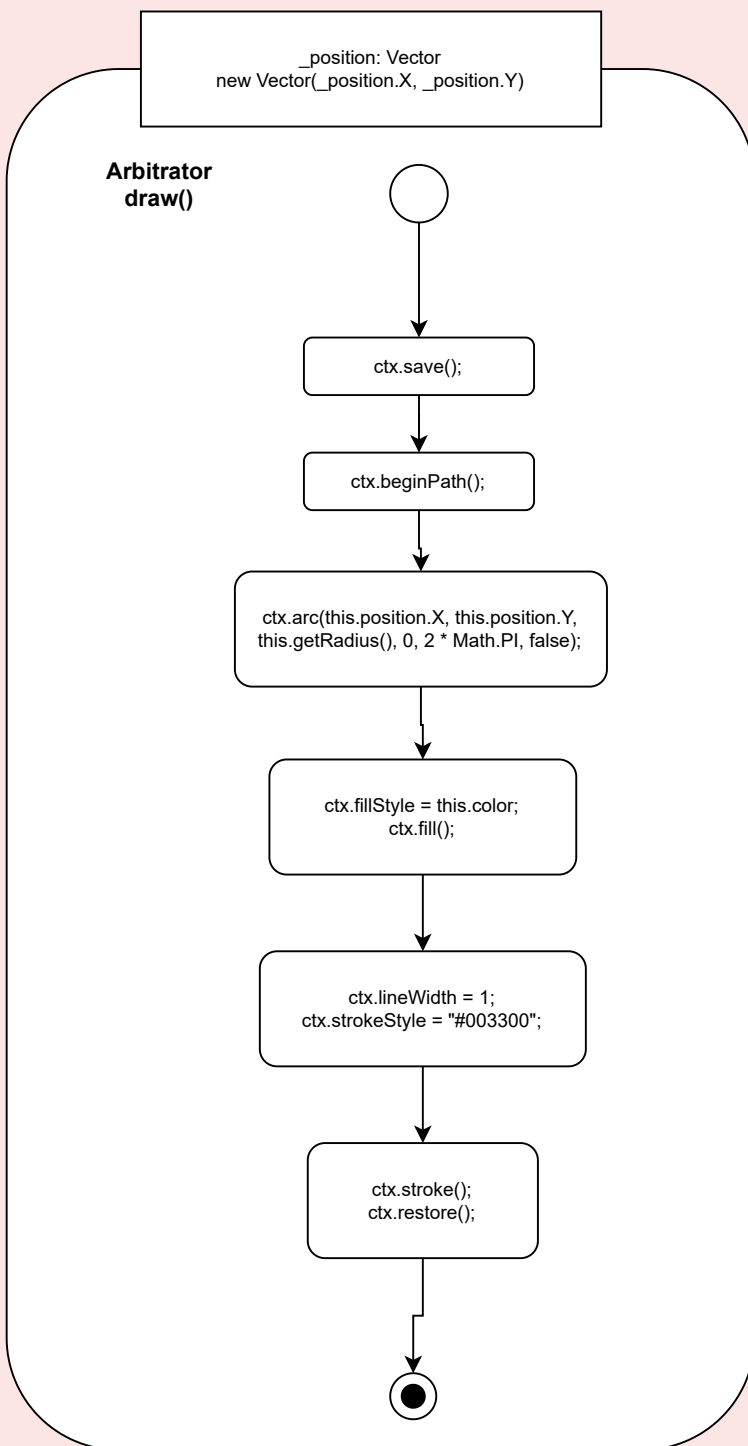
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let ctx: CanvasRenderingContext2D = canvas.getContext("2d");
let listOfMoveables: Moveable[] = [];
let currentBallLeaders: Player[] = [];
let ui: UI;
let animationsRunning: boolean = false;
let time: number = 0;
let lastTime: Date;
let listOfMoveables: Moveable[] = [];
let field: SoccerField;
let ball: Ball;
let mousePos: Vector;
```



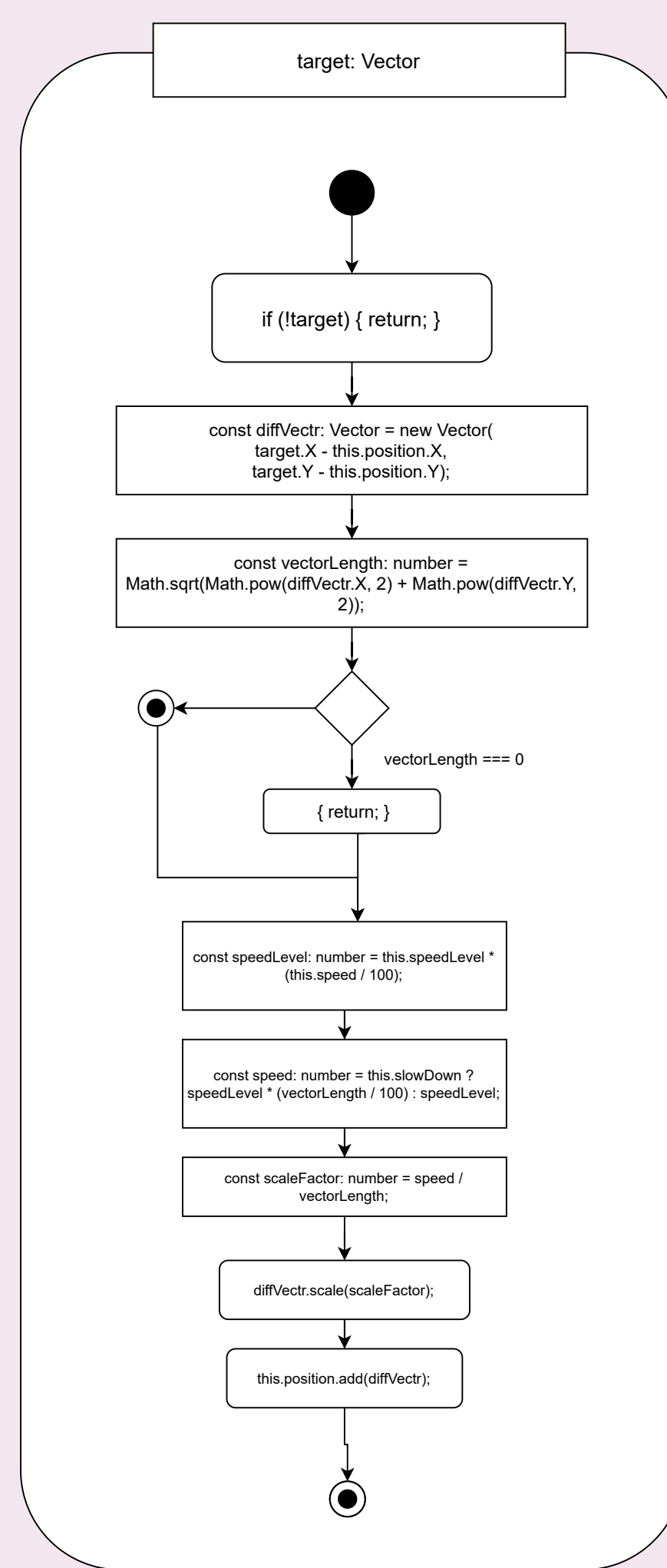
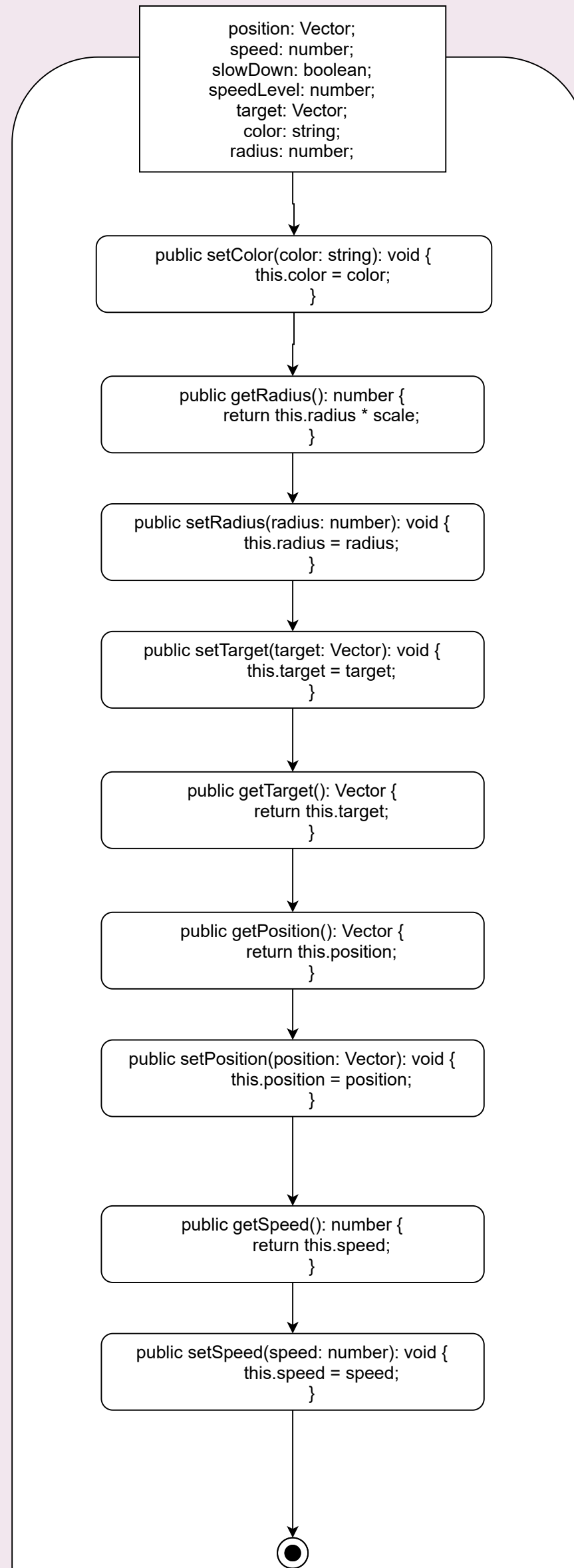
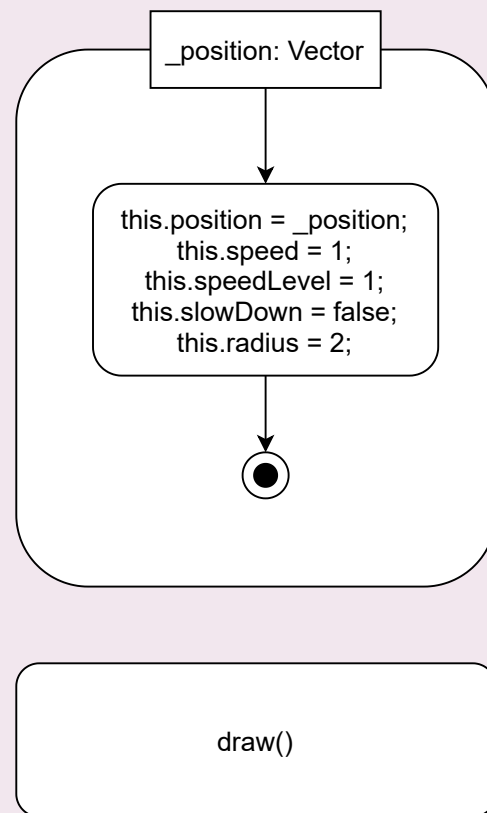
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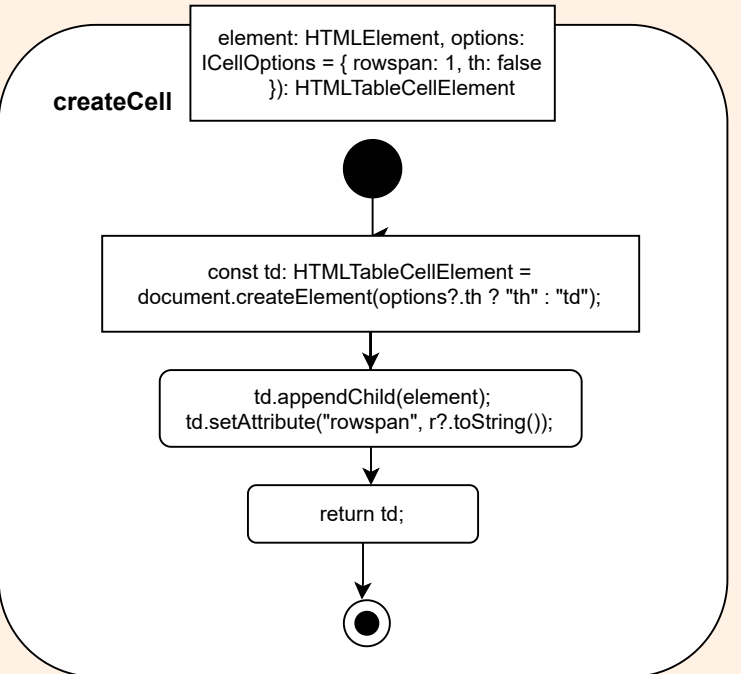
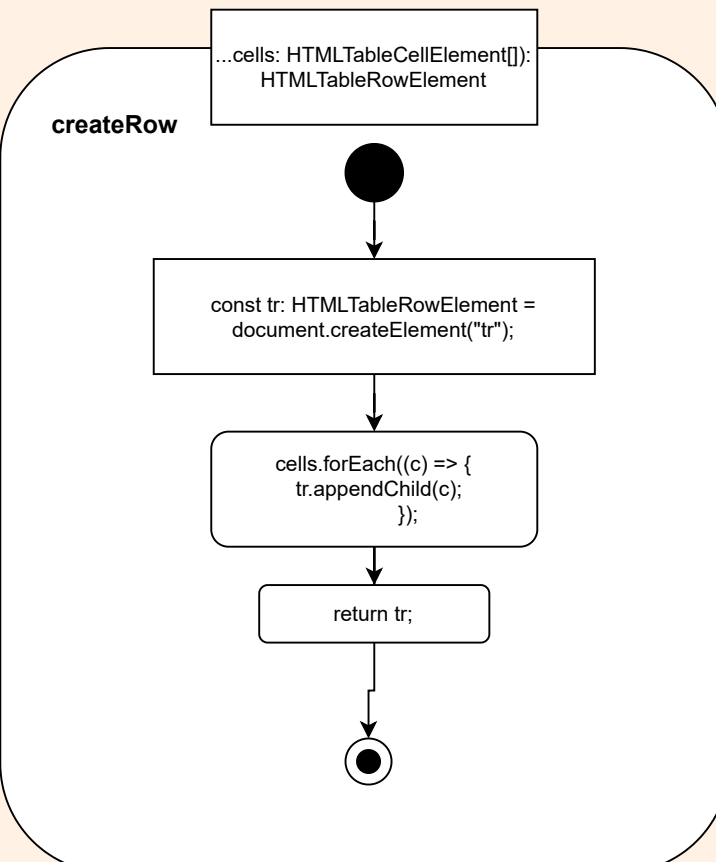
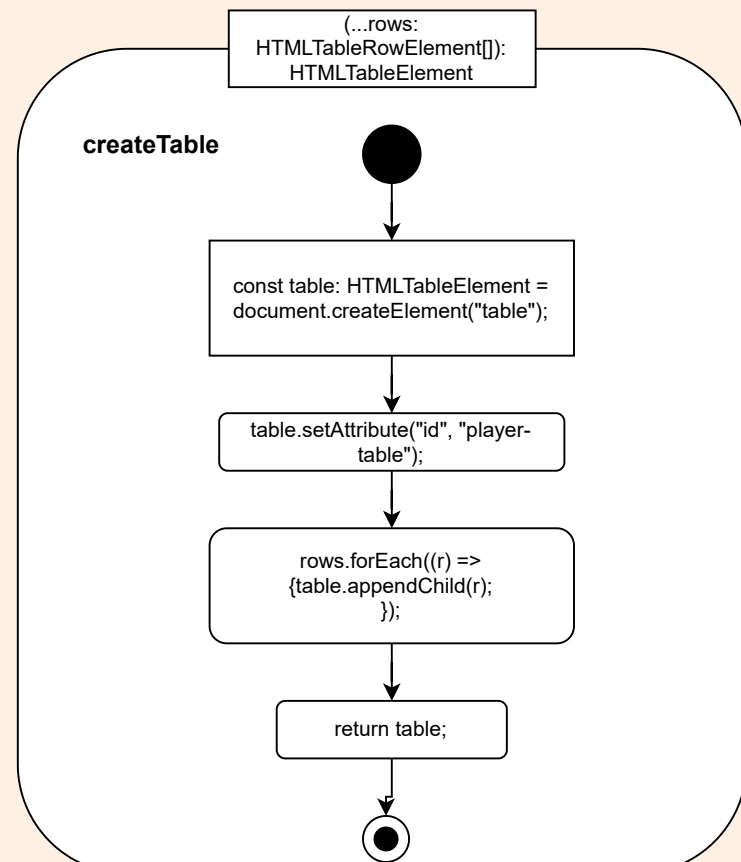
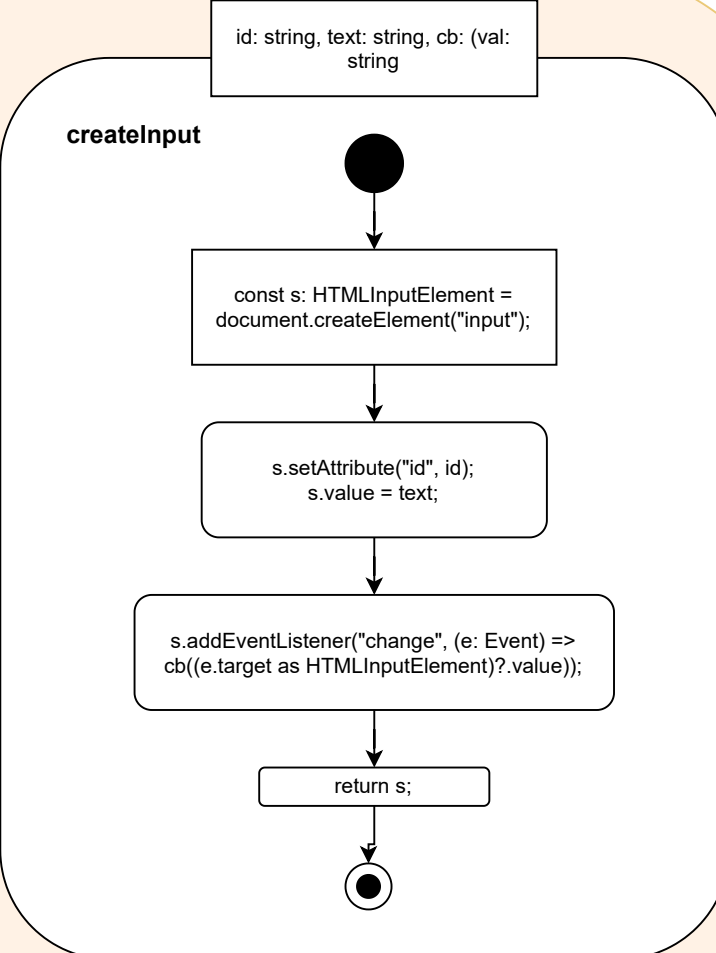
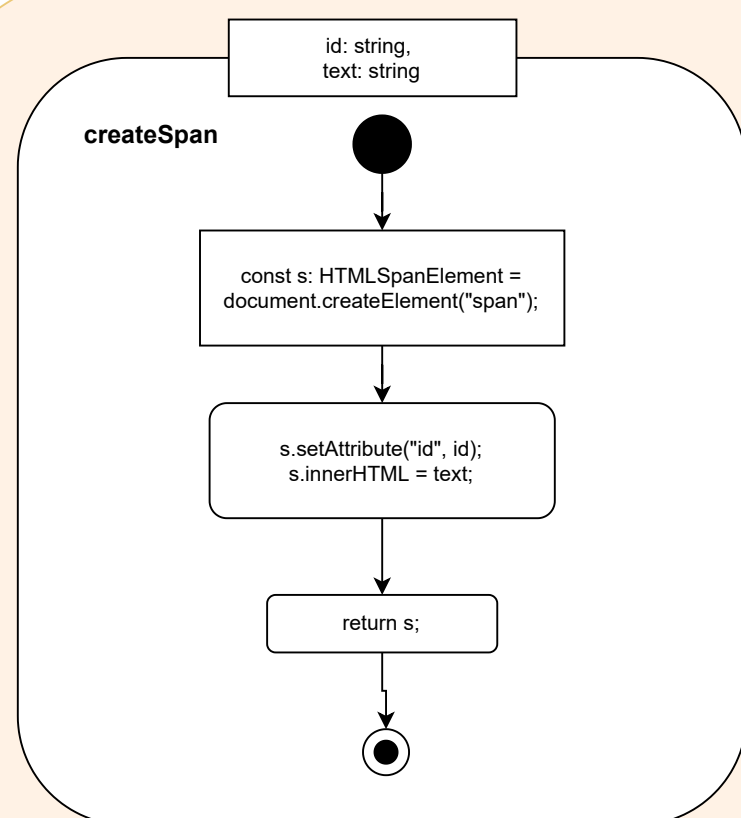
Arbitrator



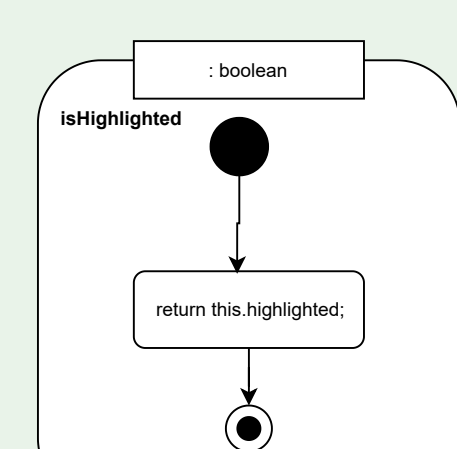
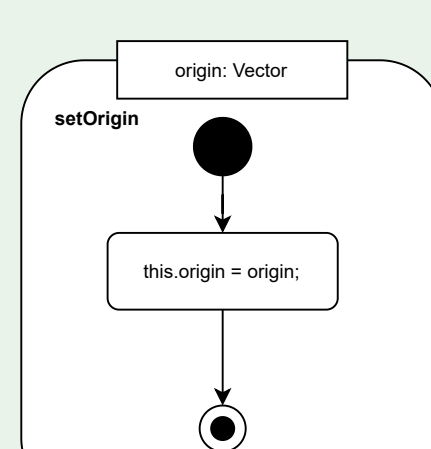
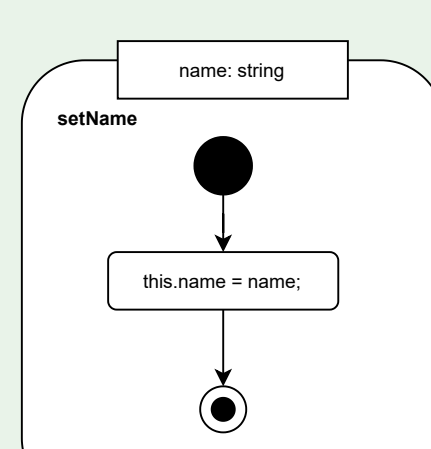
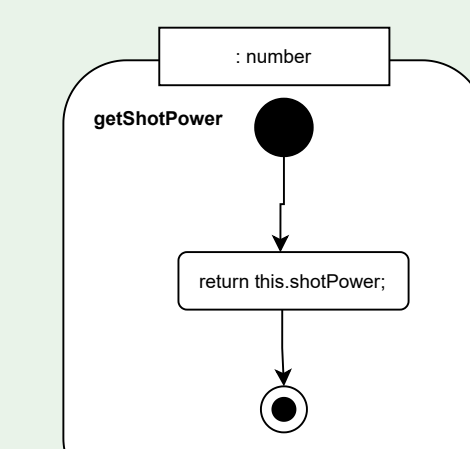
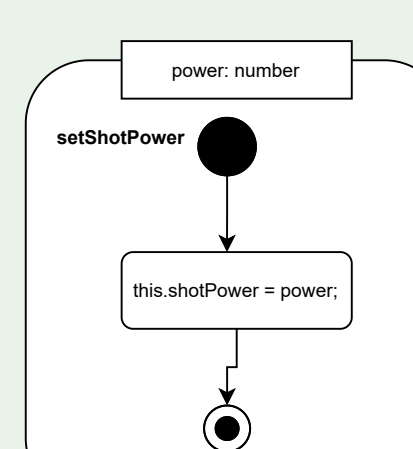
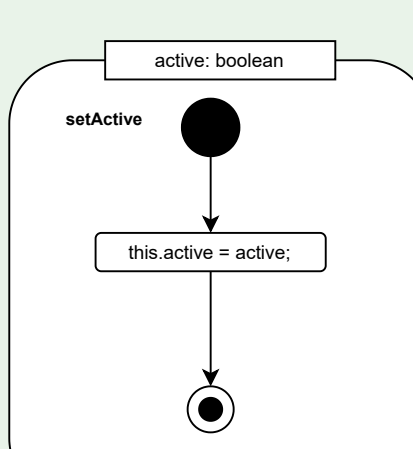
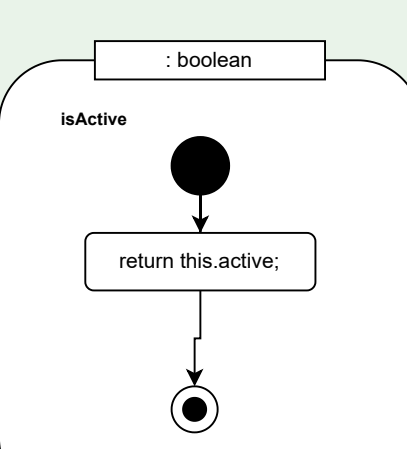
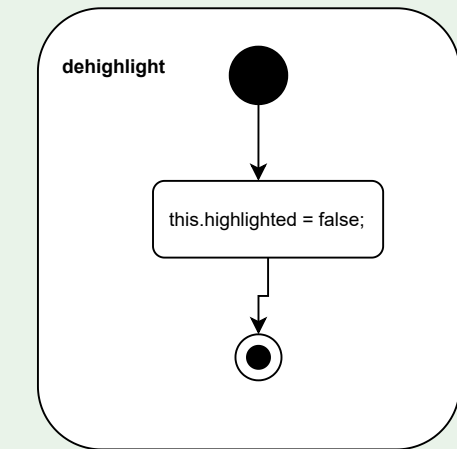
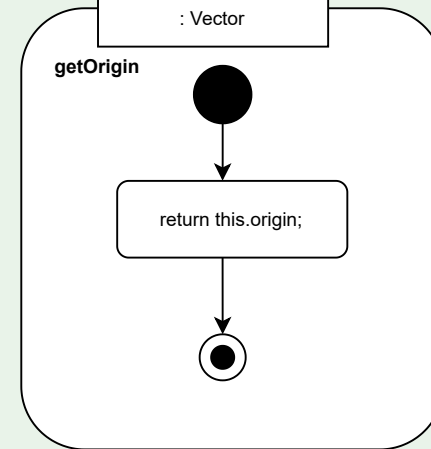
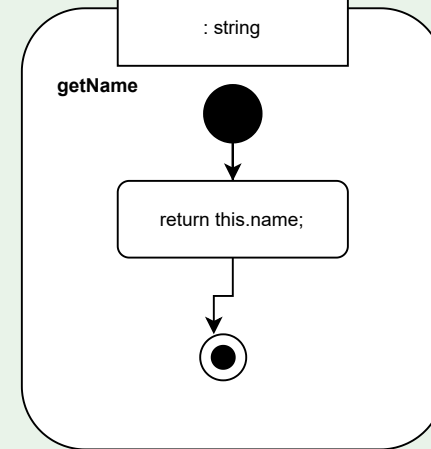
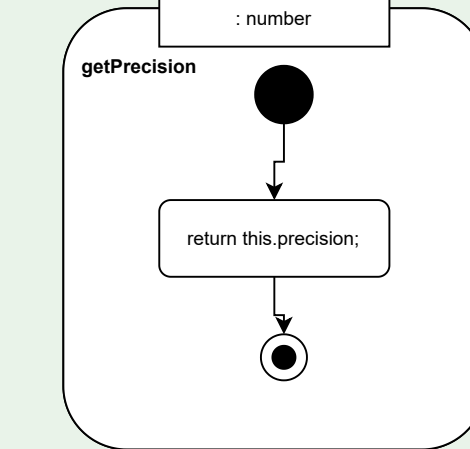
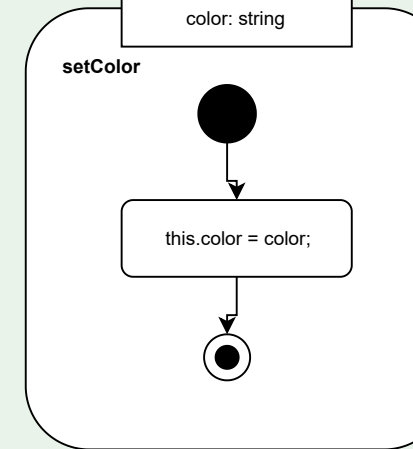
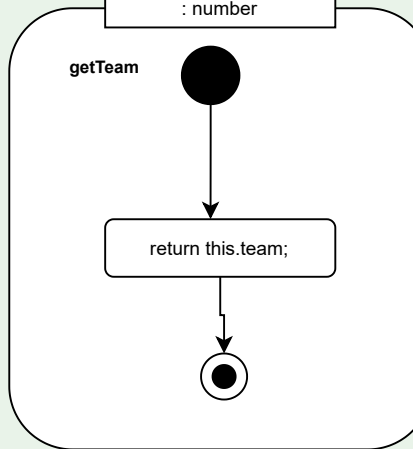
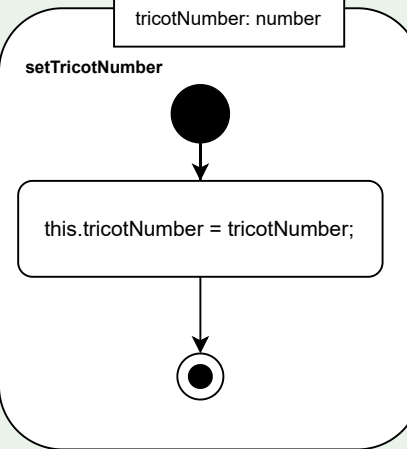
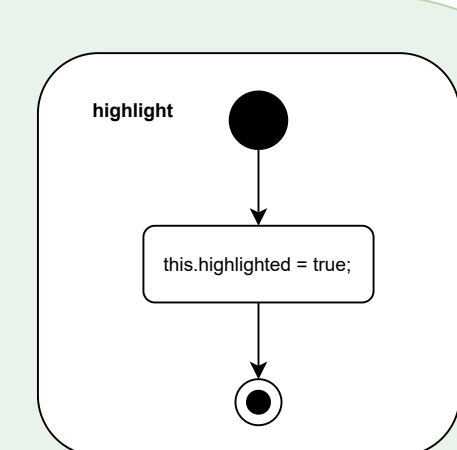
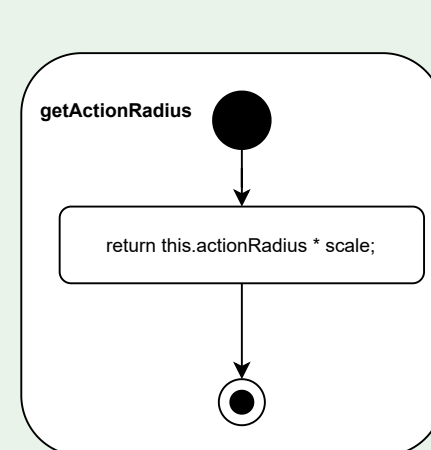
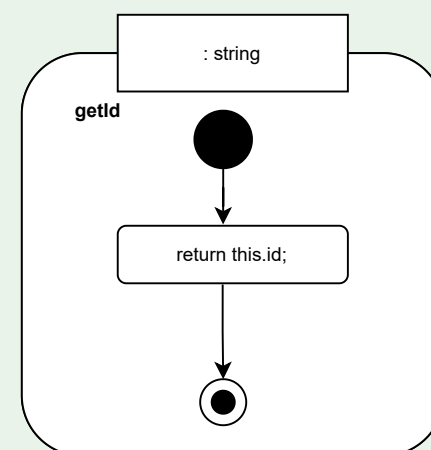
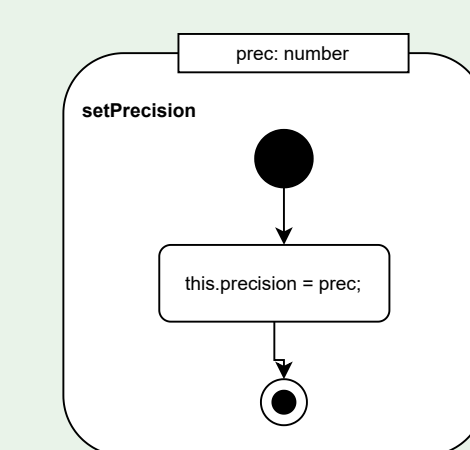
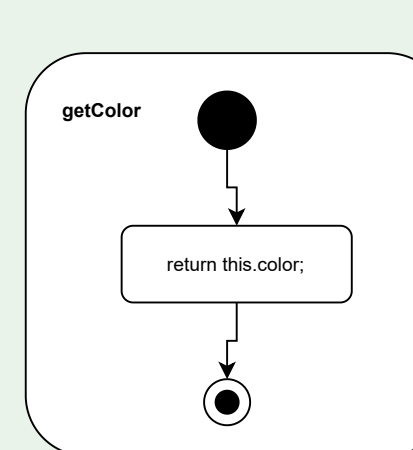
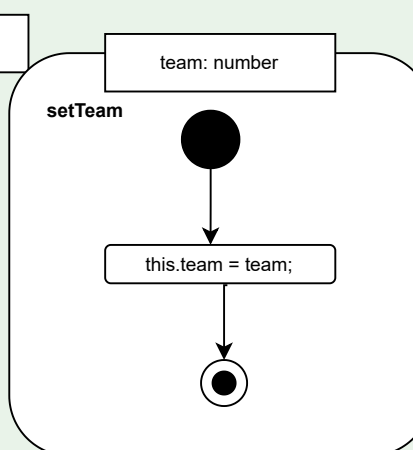
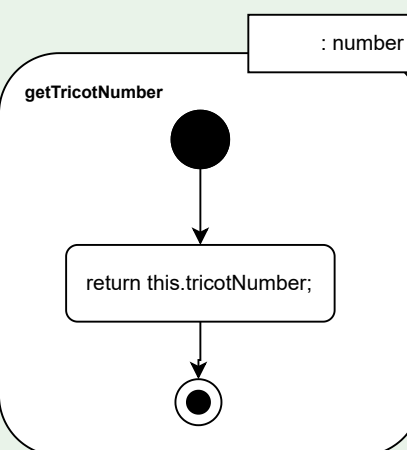
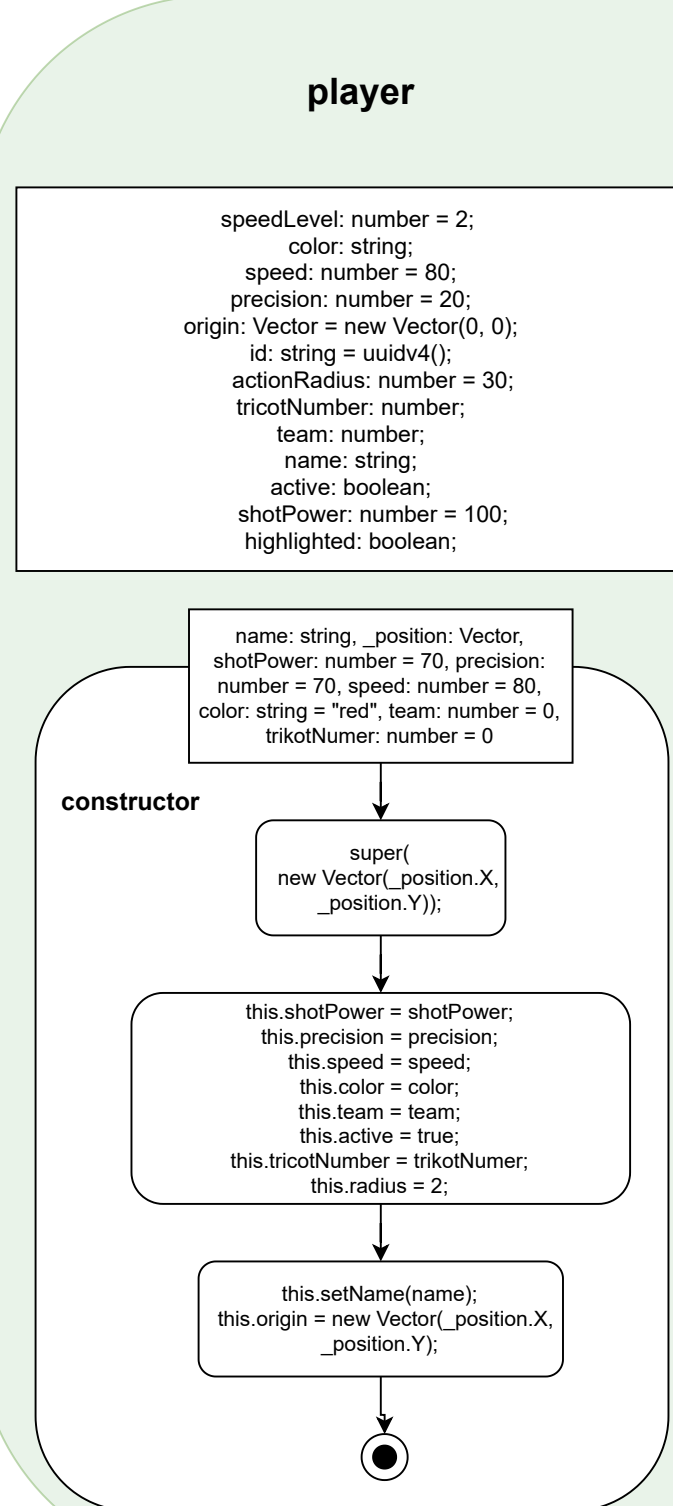
MOVEABLE



Table

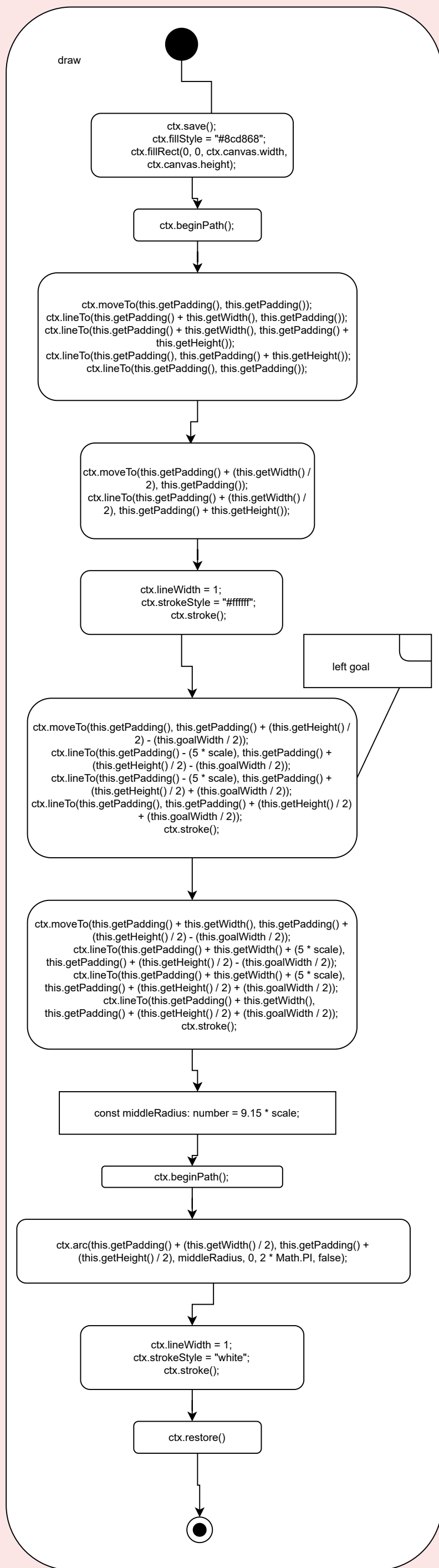
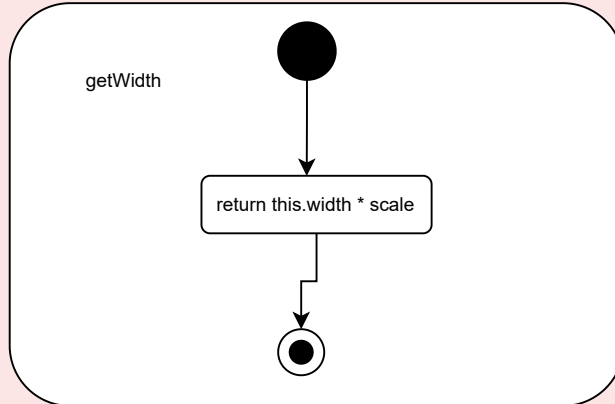
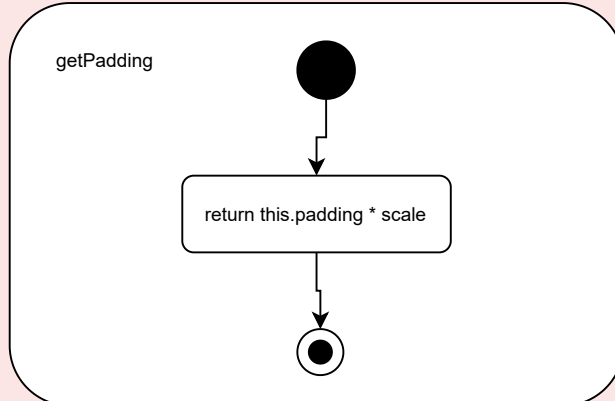
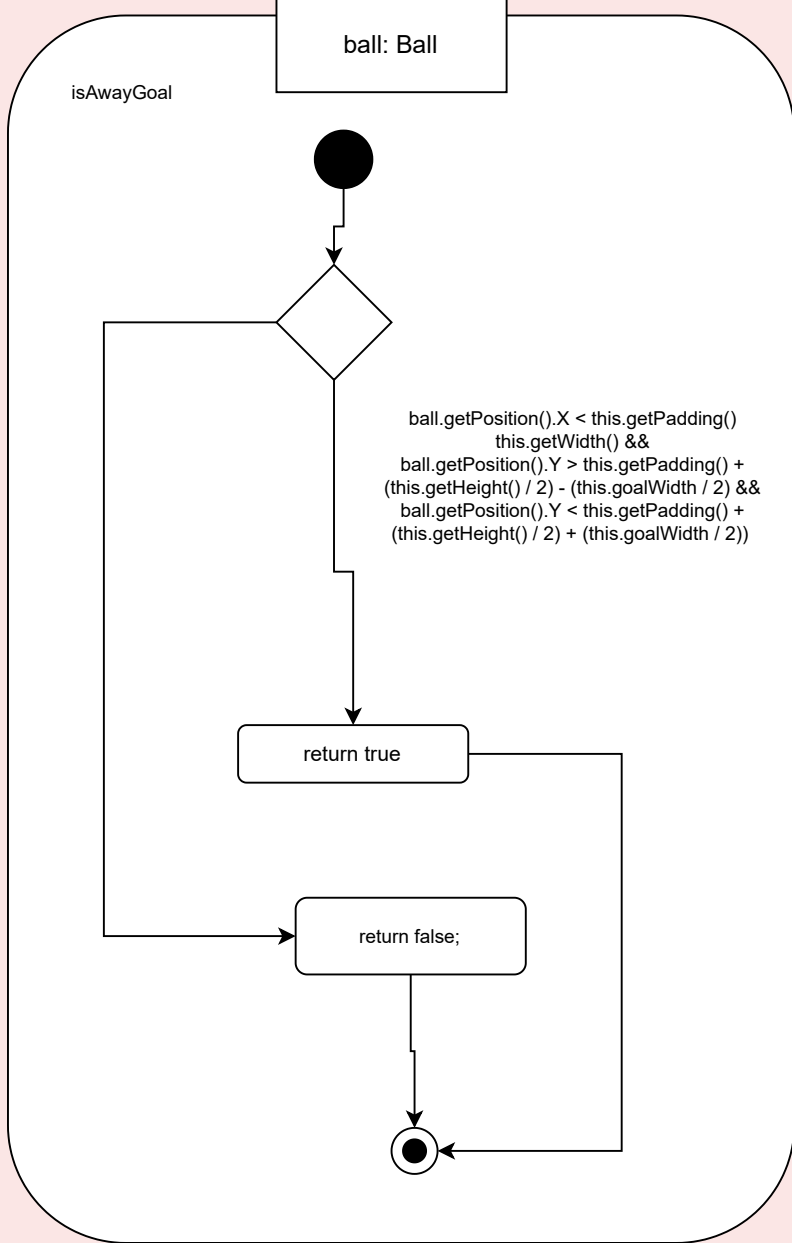
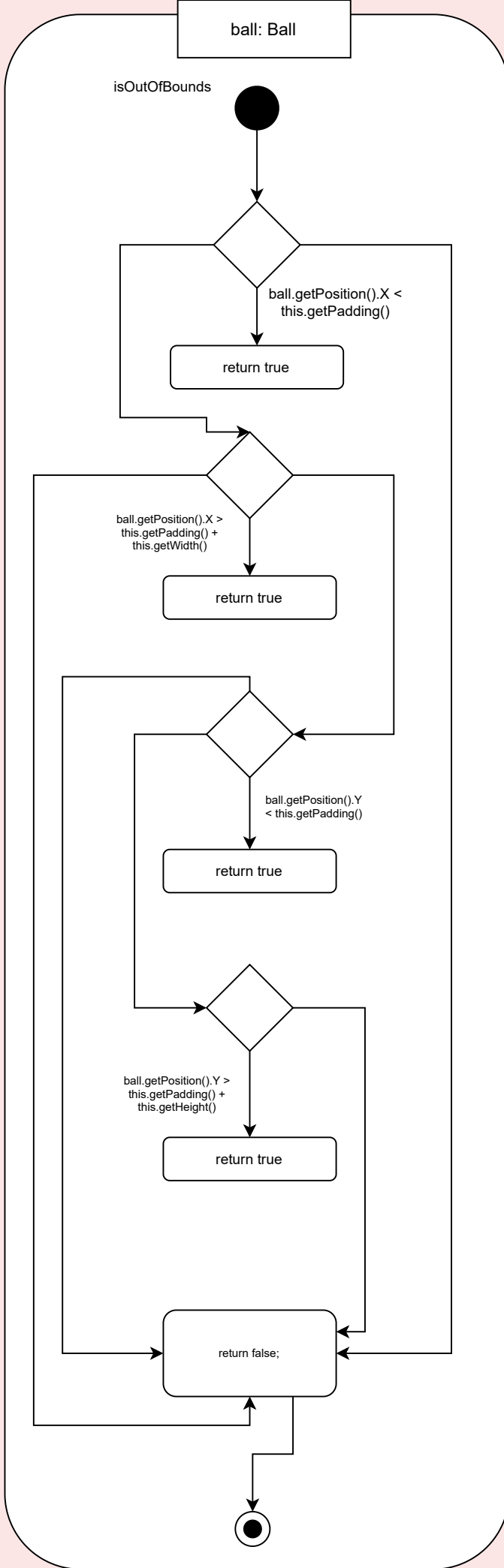
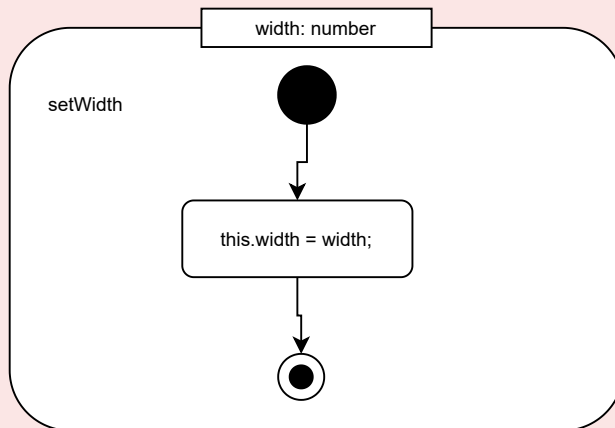
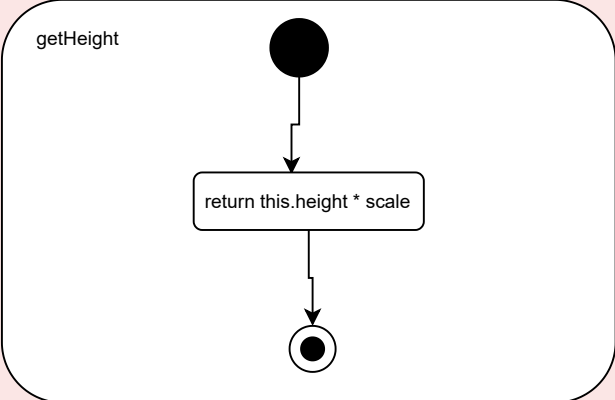
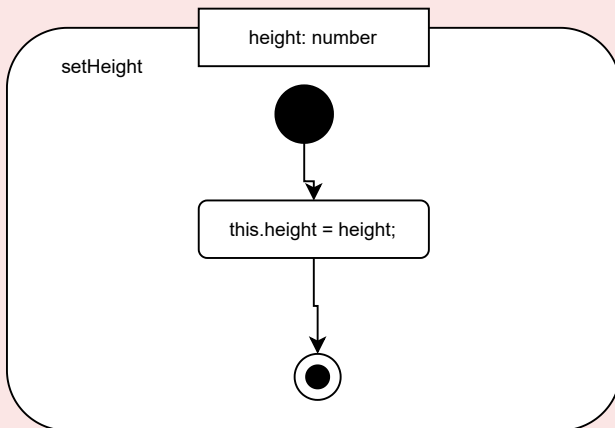
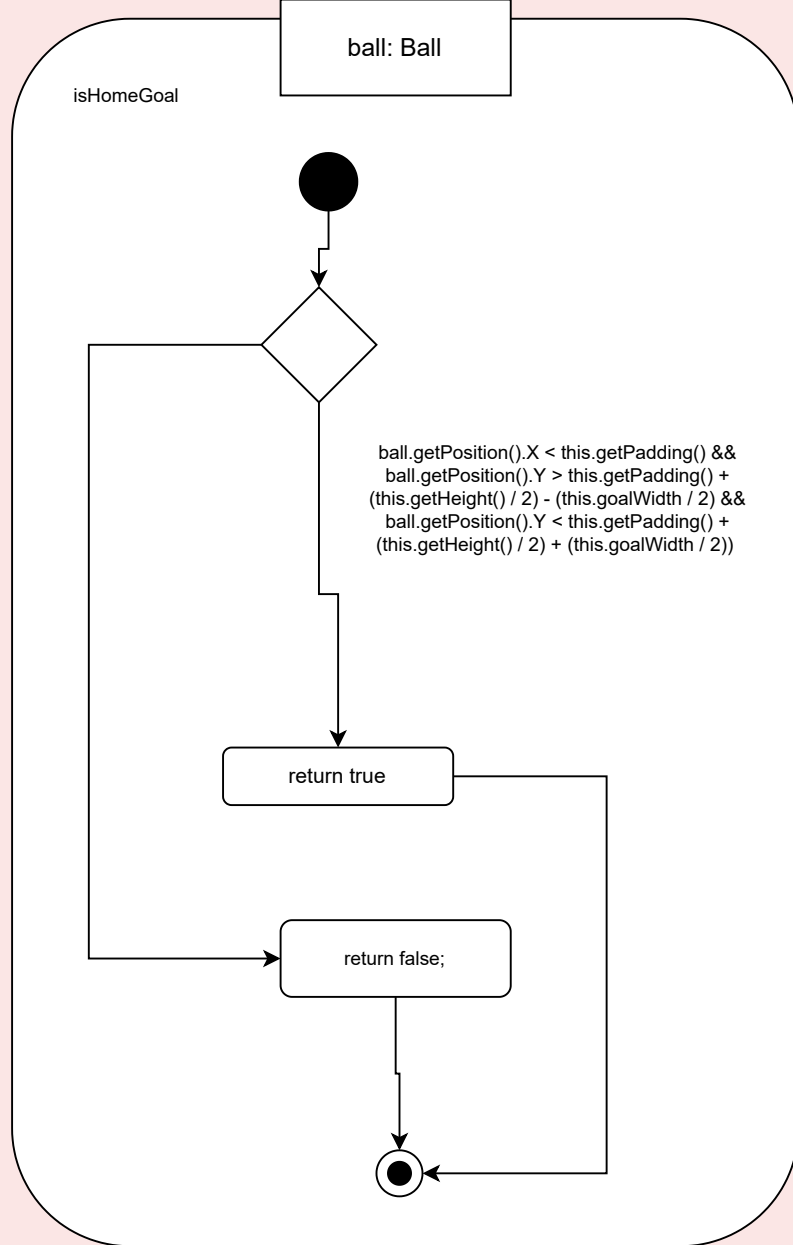
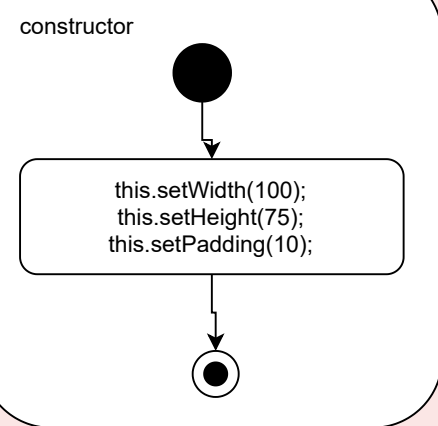


player

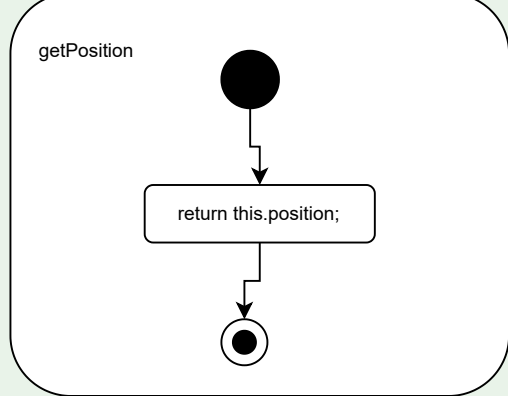
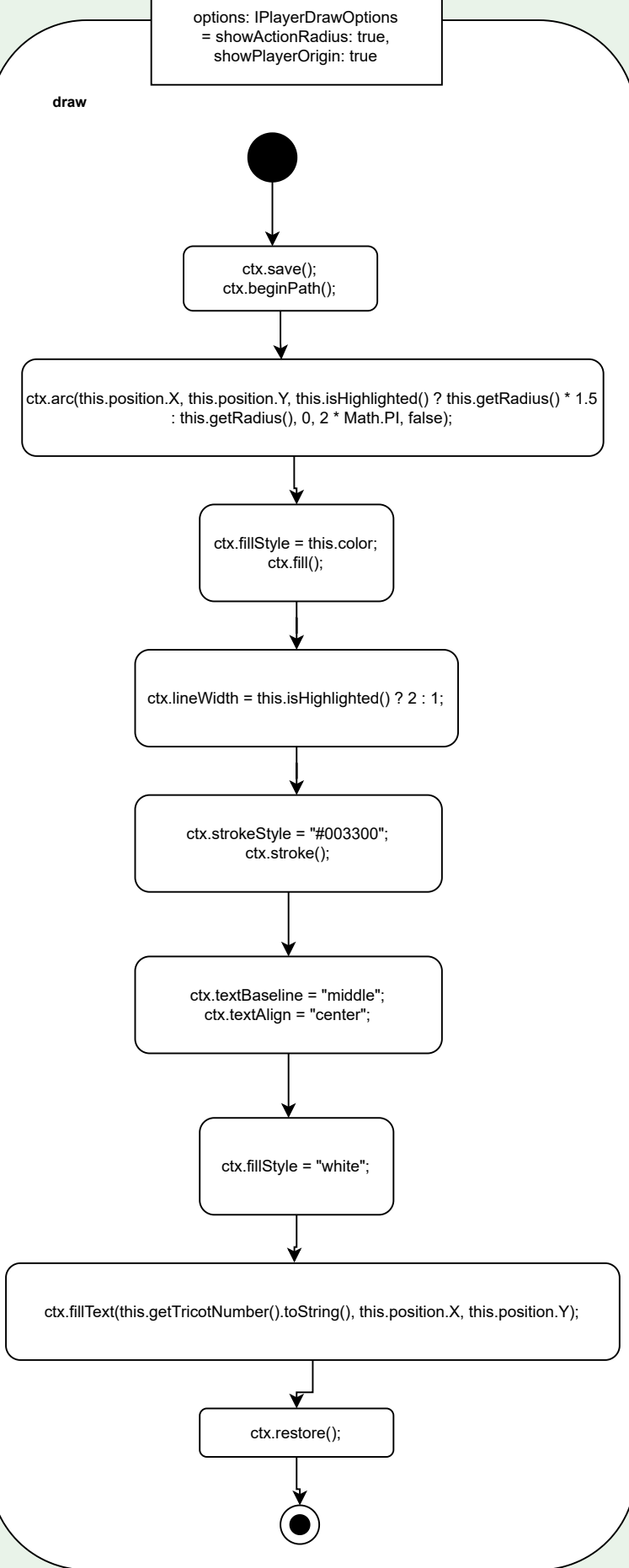


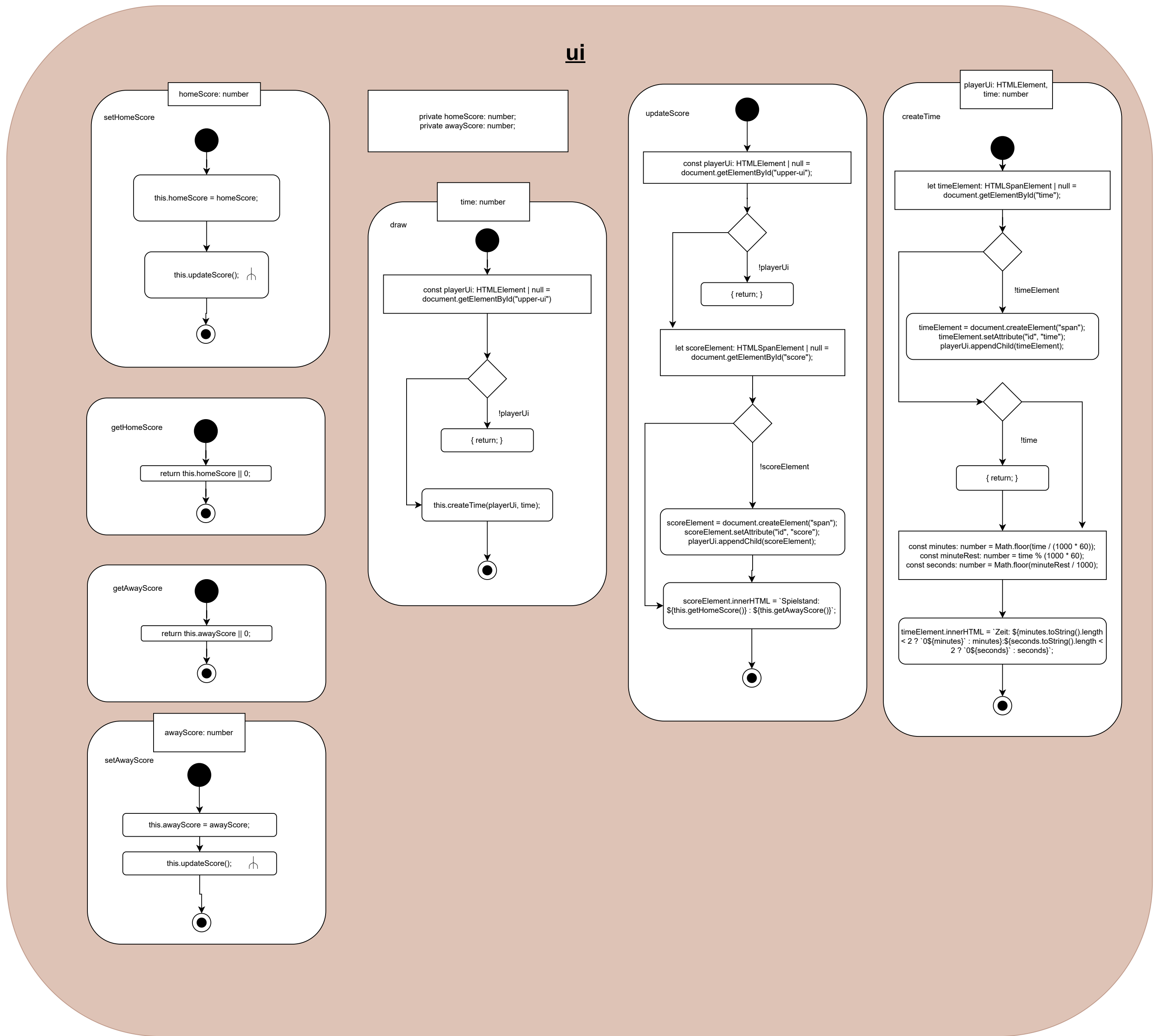
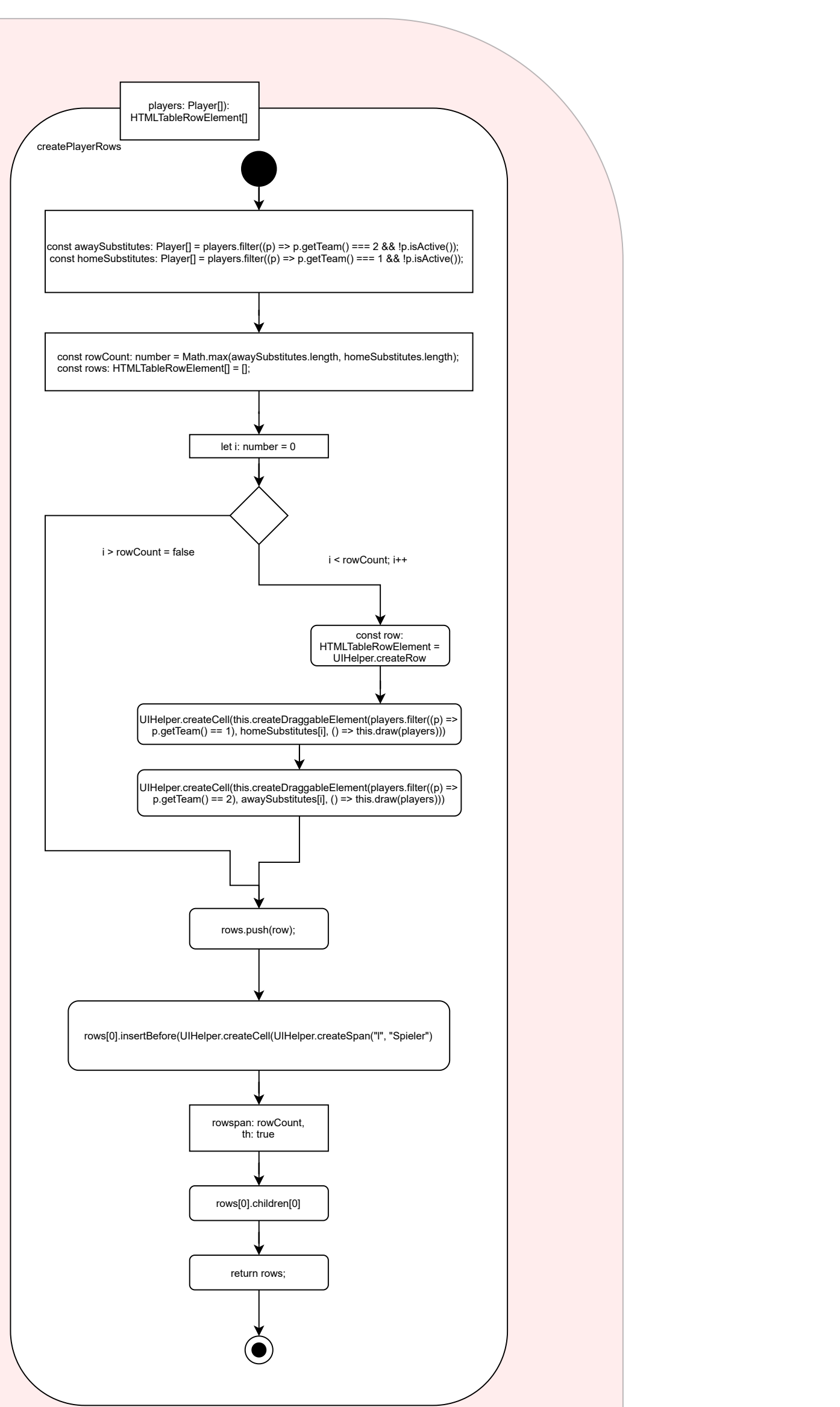
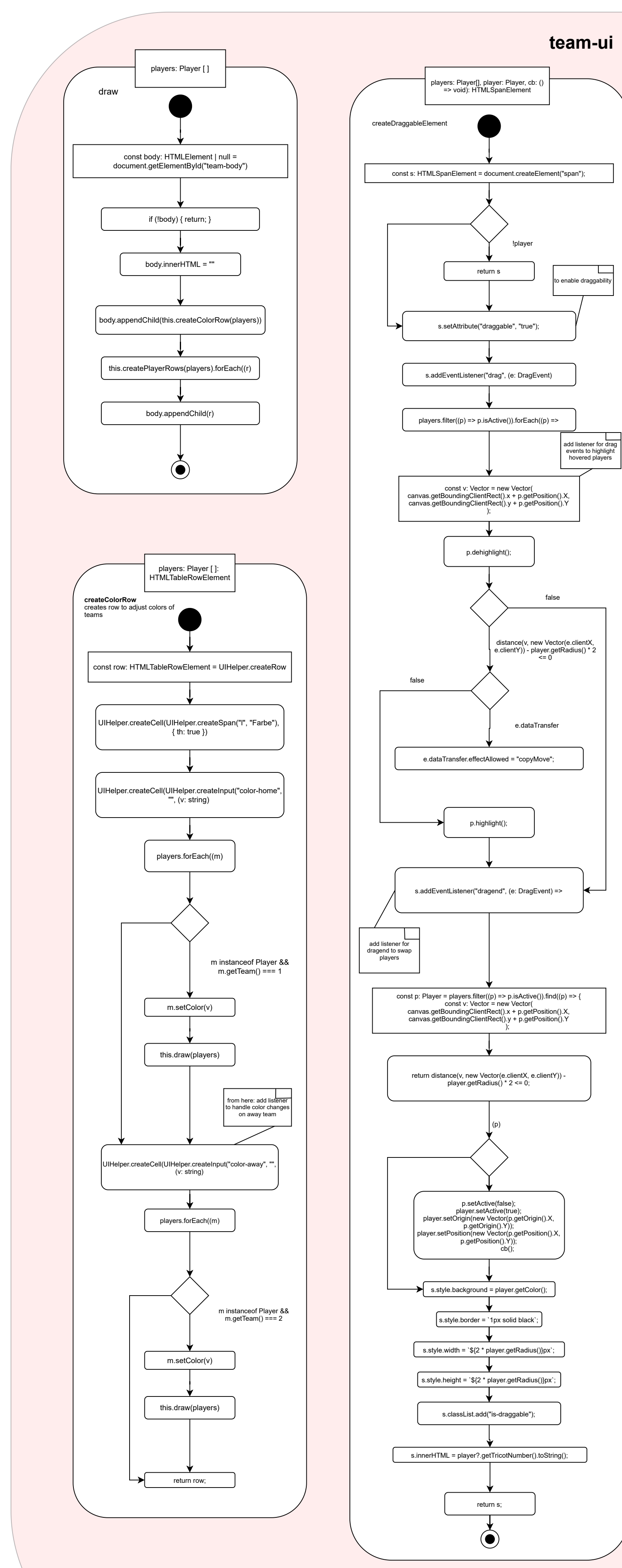
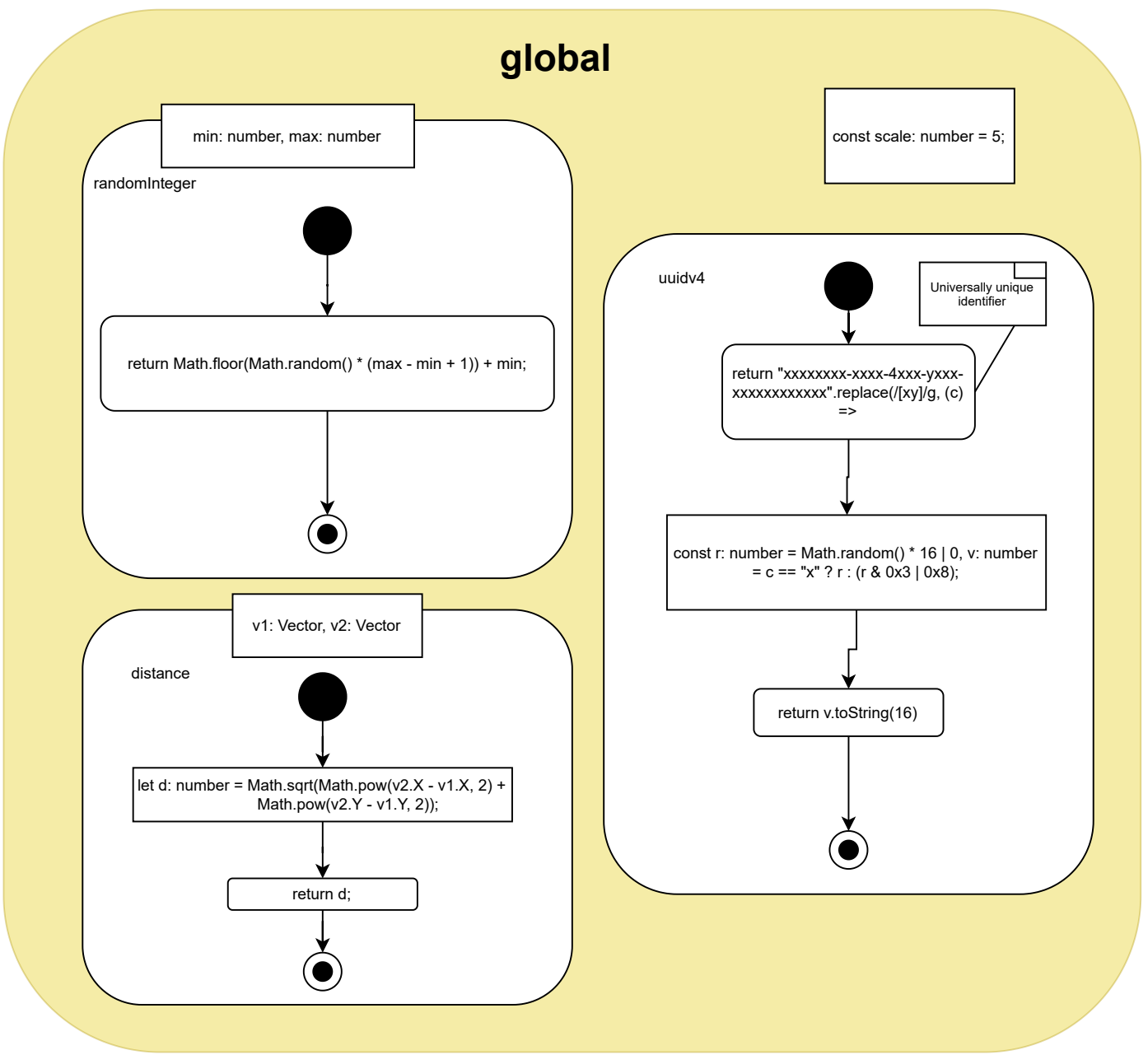
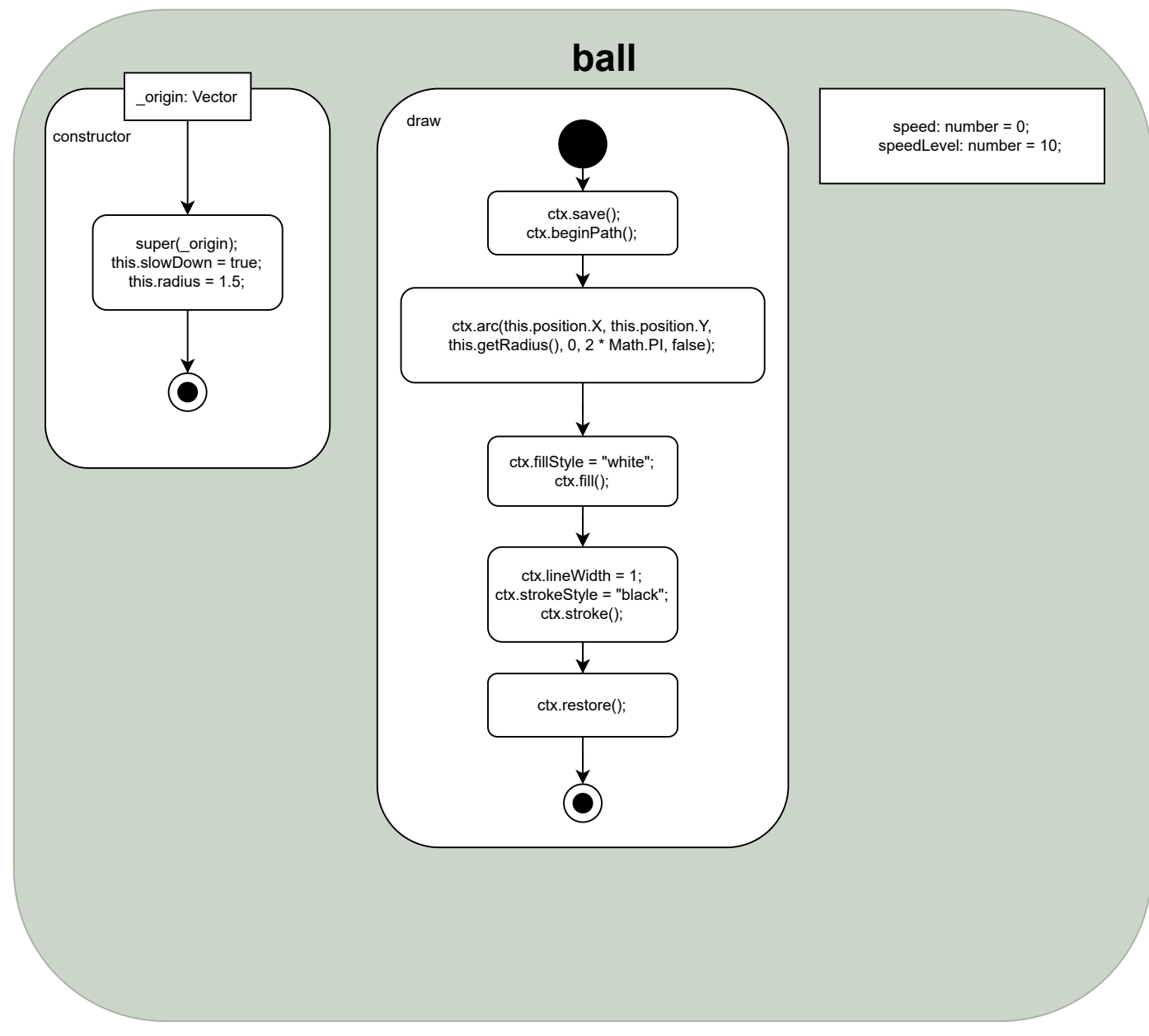
soccer-field

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width: number;
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goalWidth: number = 7.32 * scale;

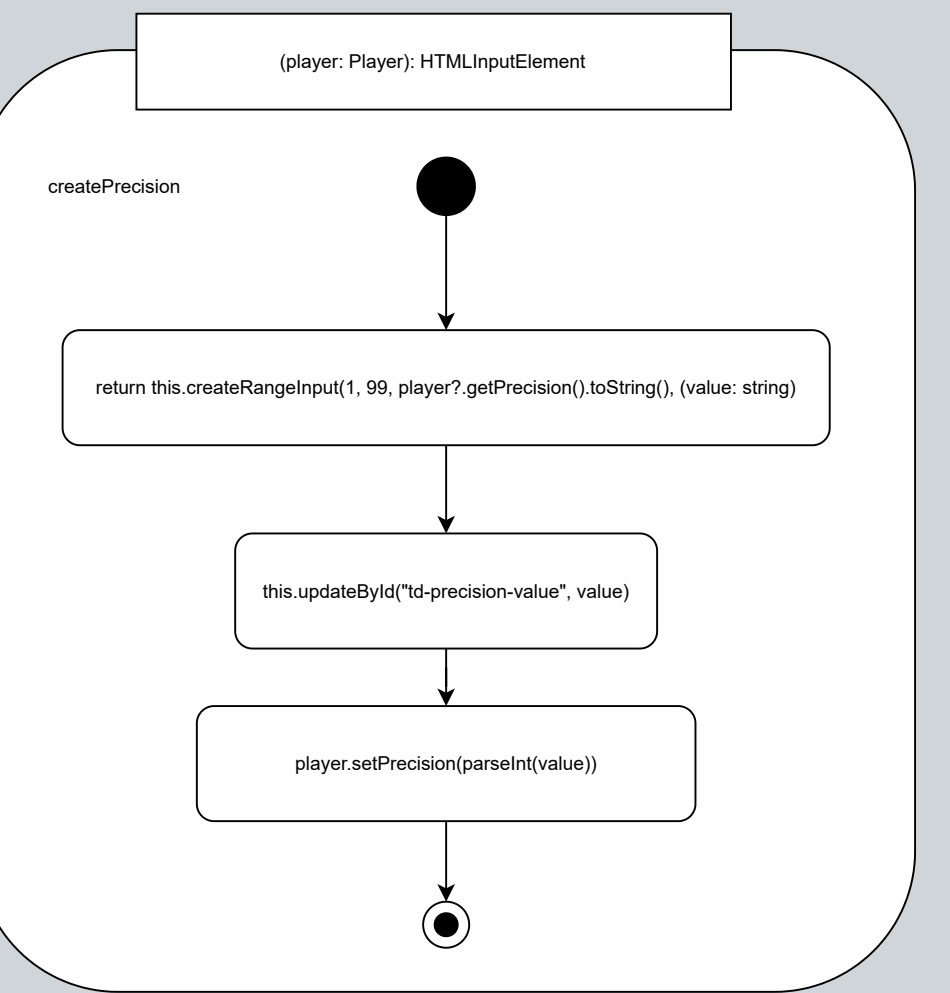
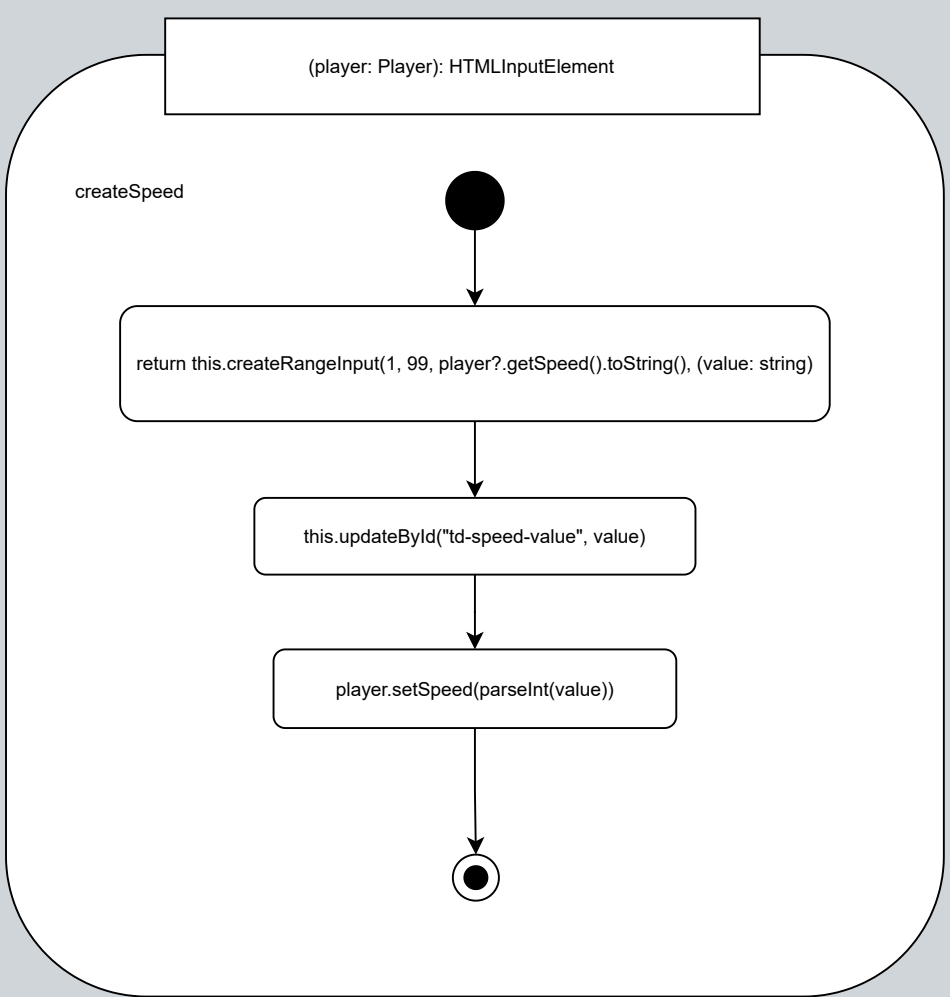
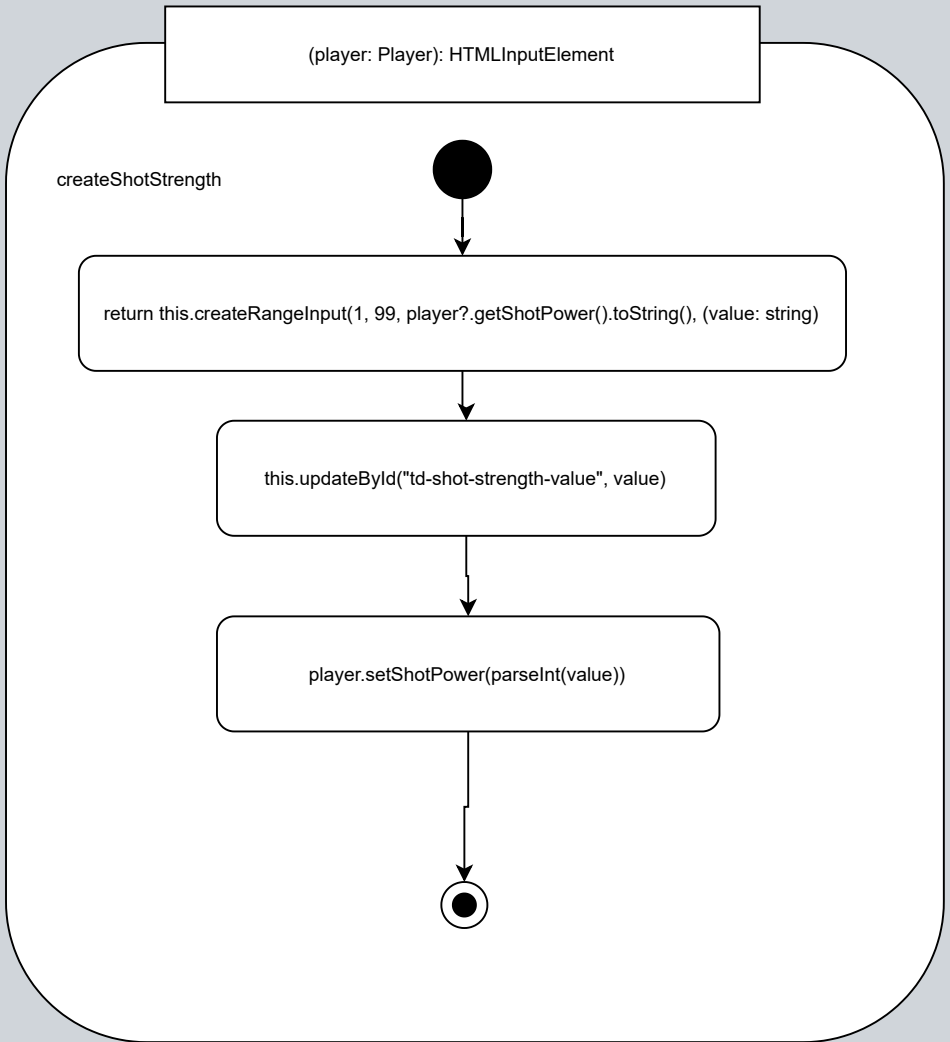
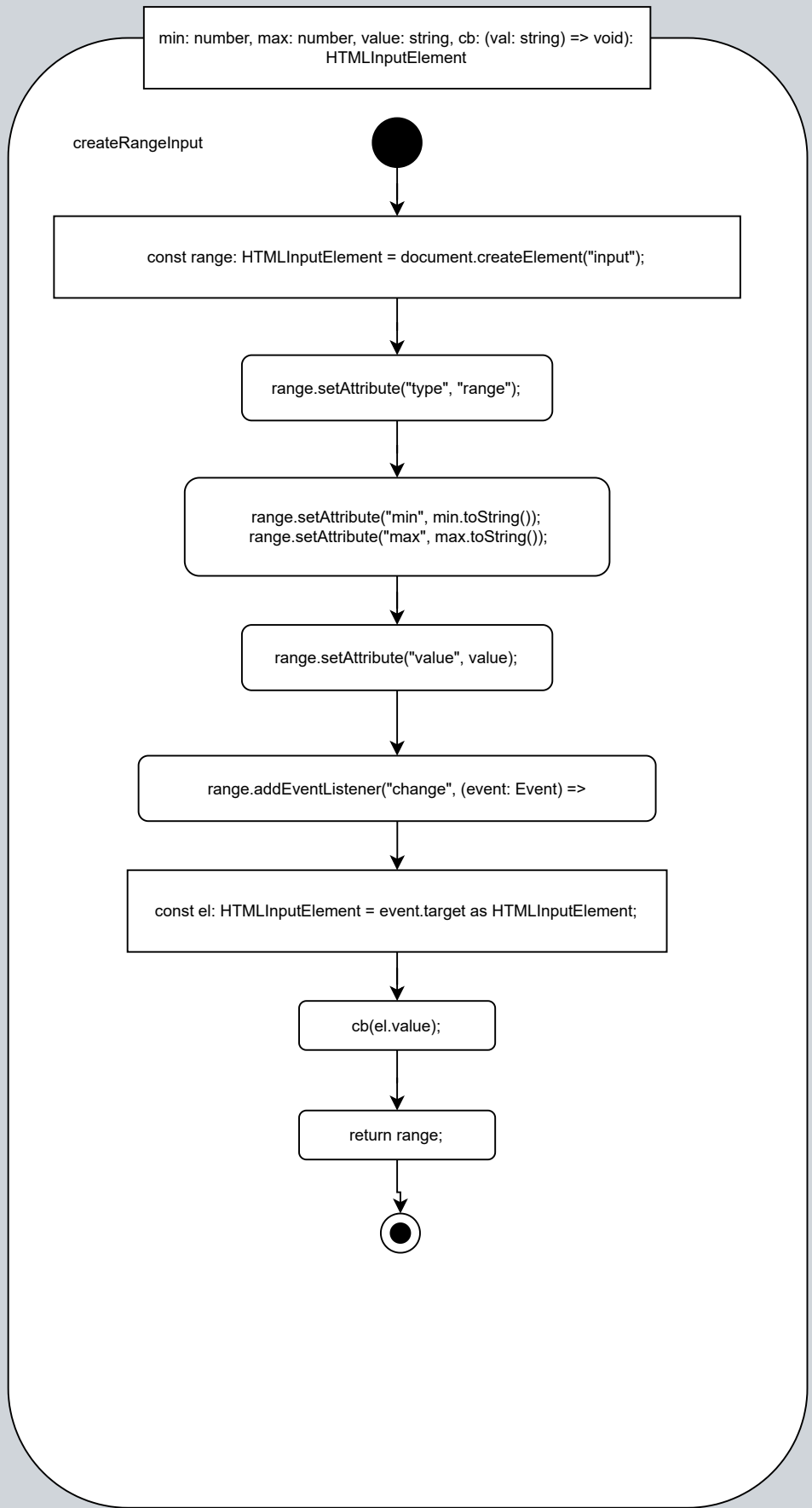
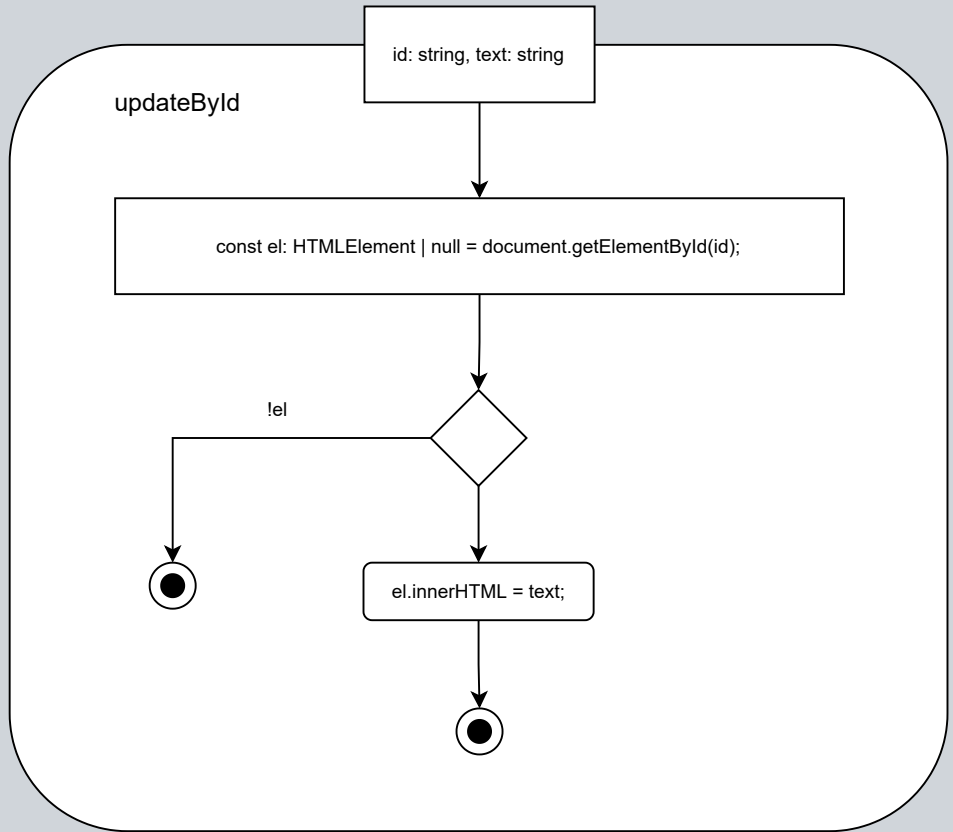
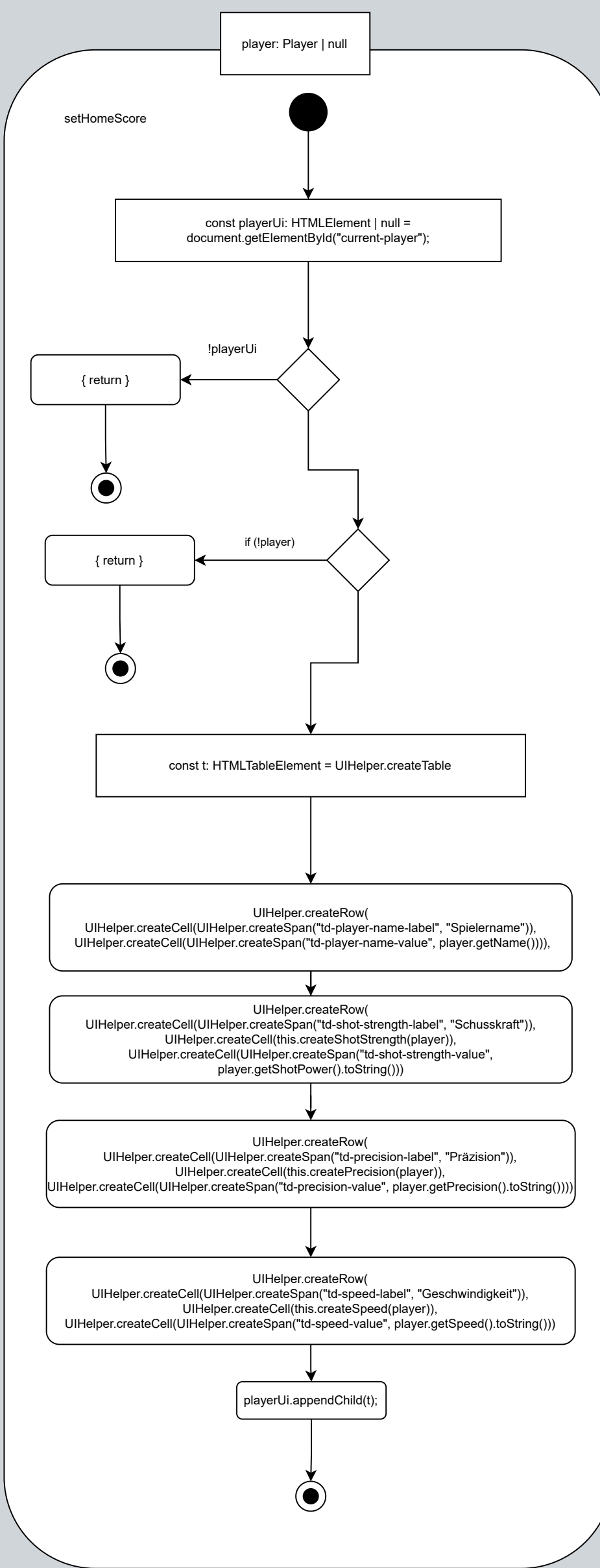


player





PlayerUI



vector

