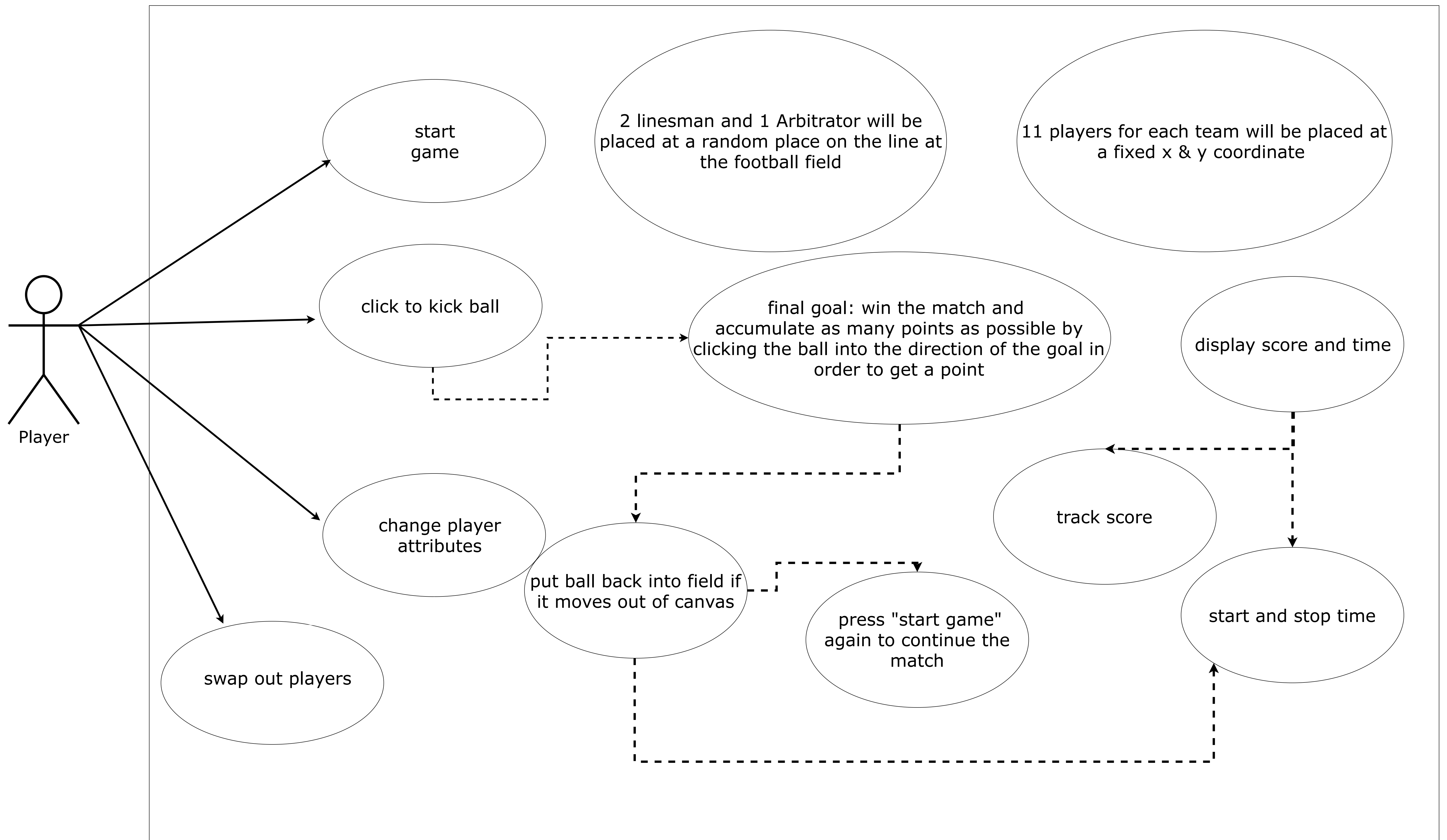
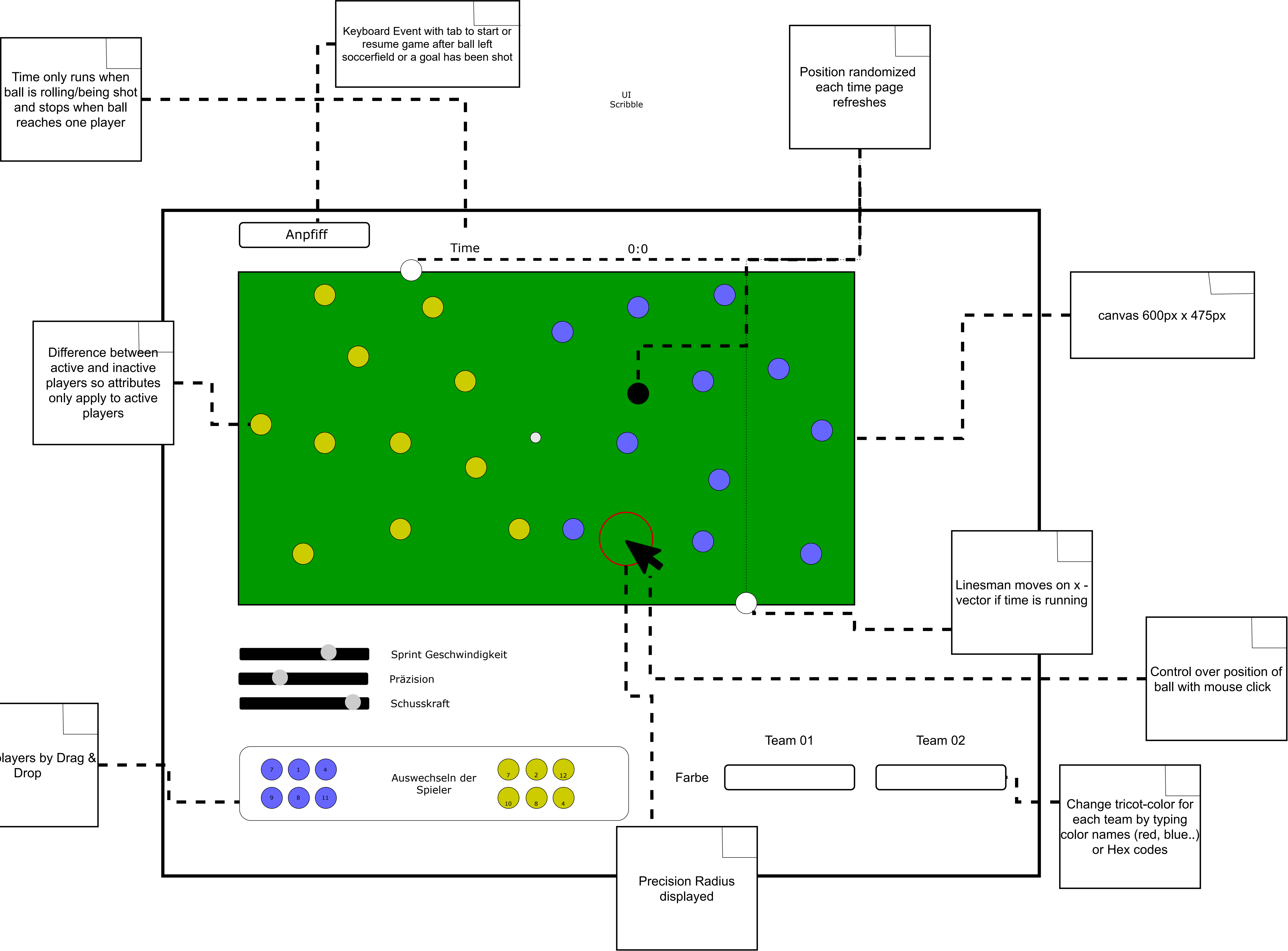
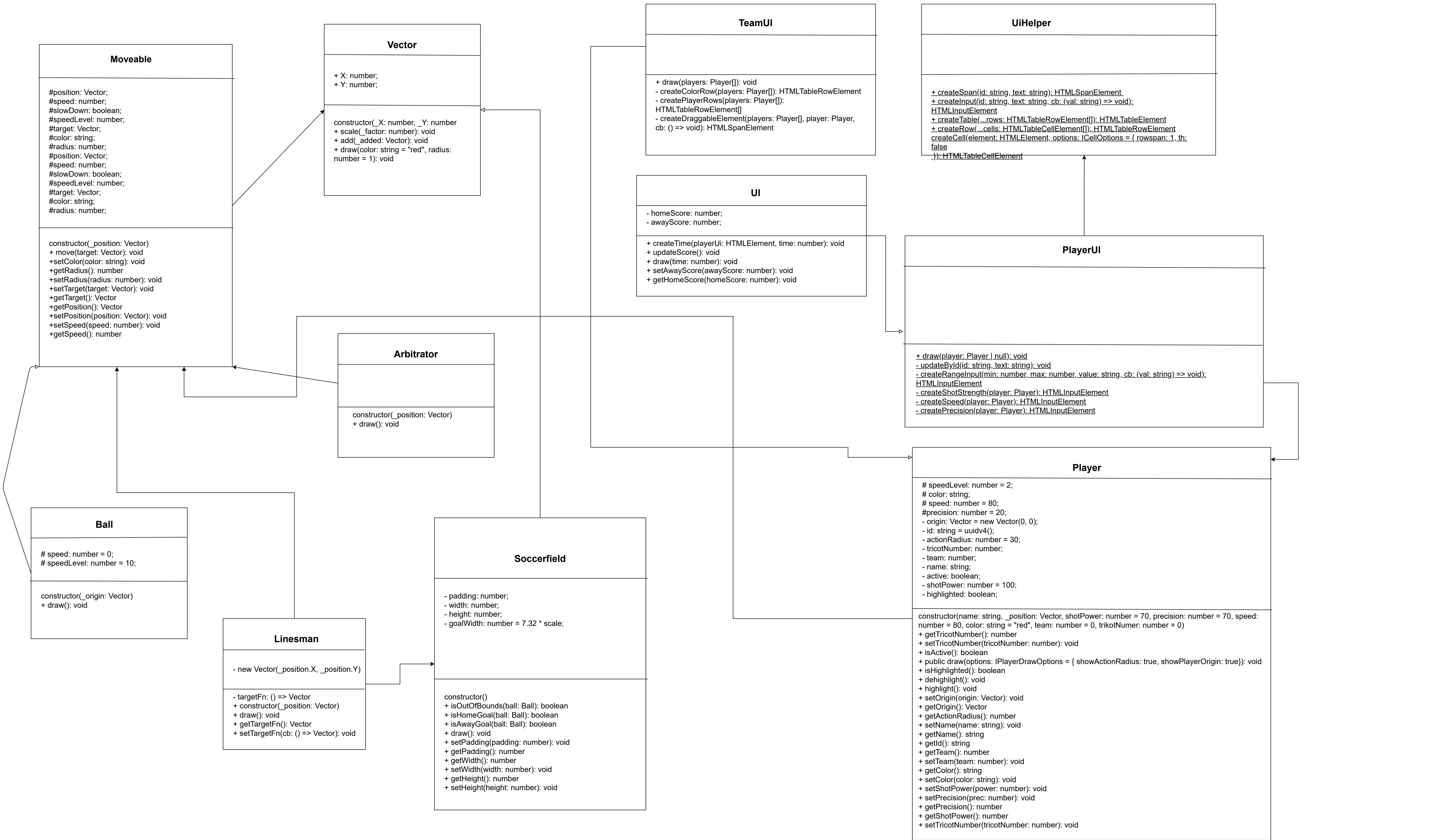


## Use-Case-Diagram

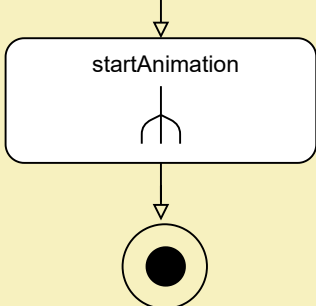
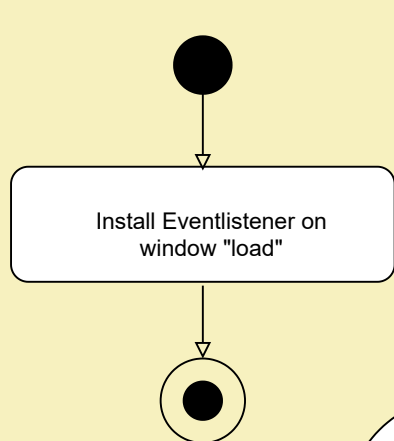
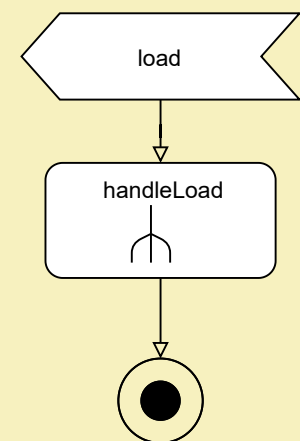




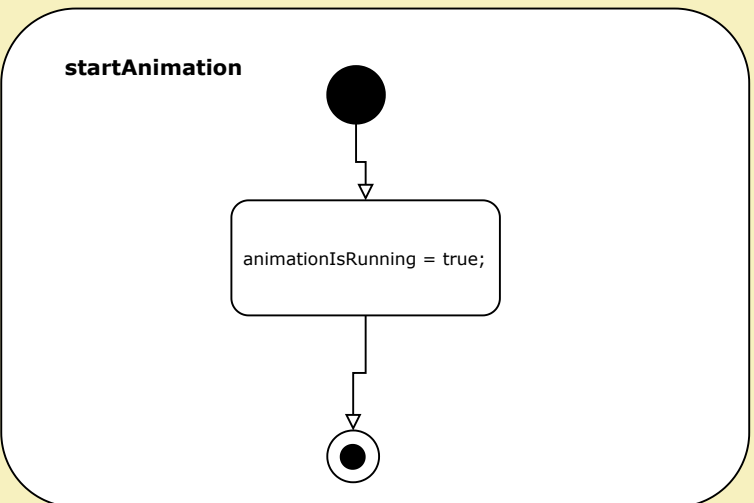
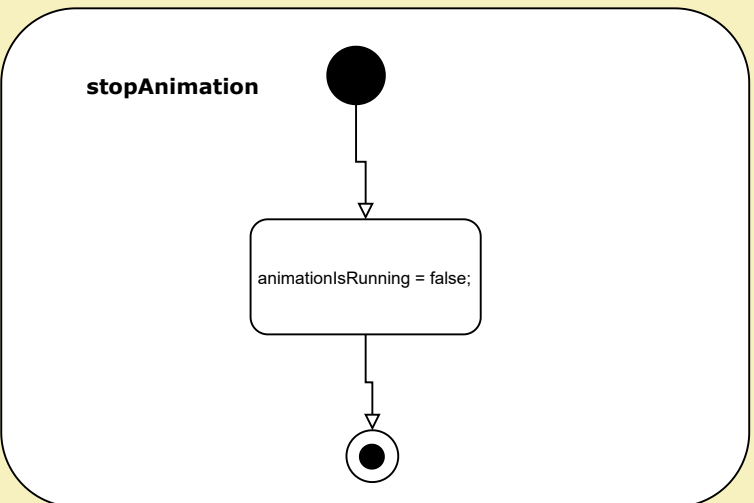
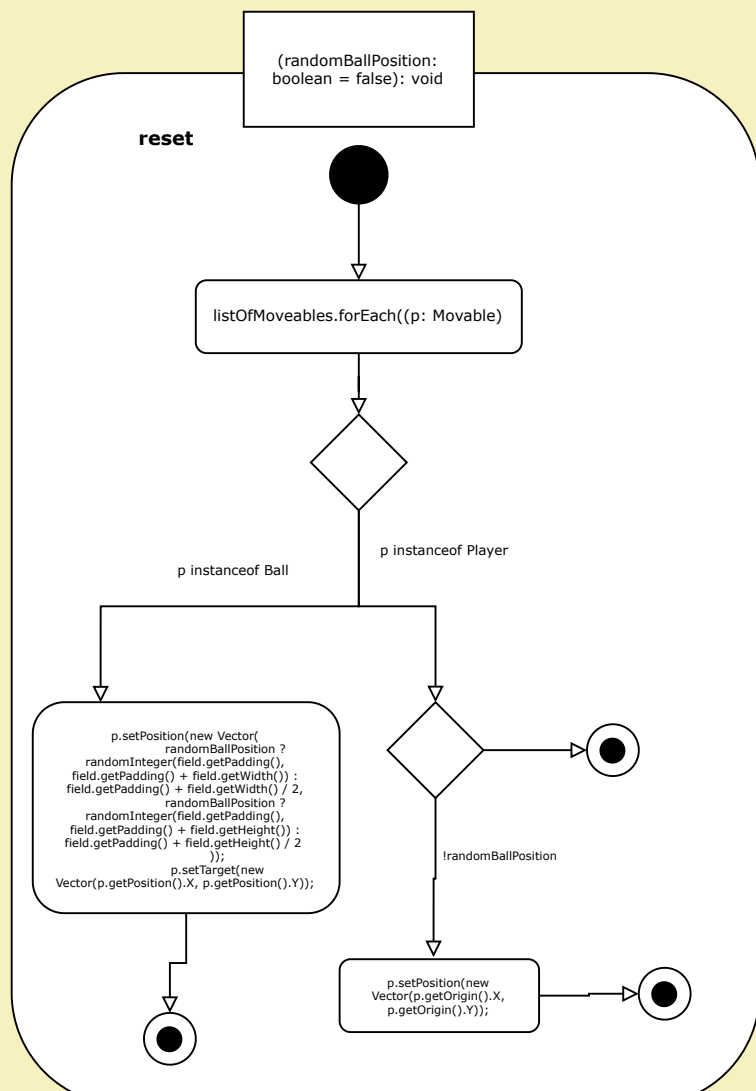
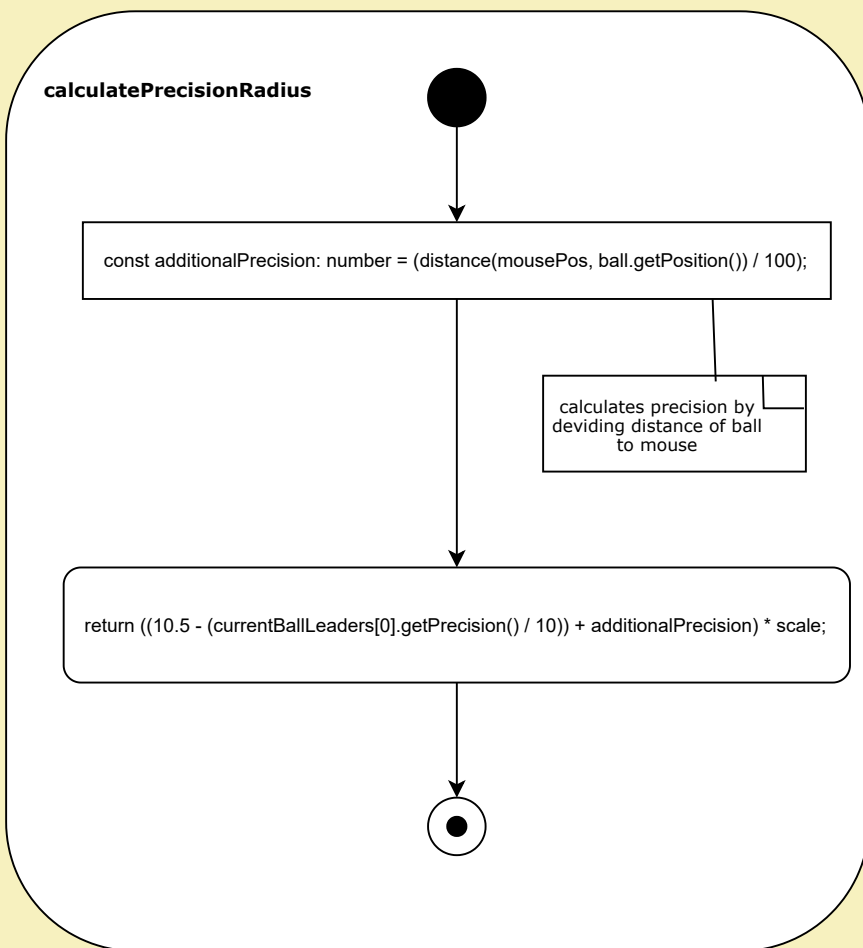
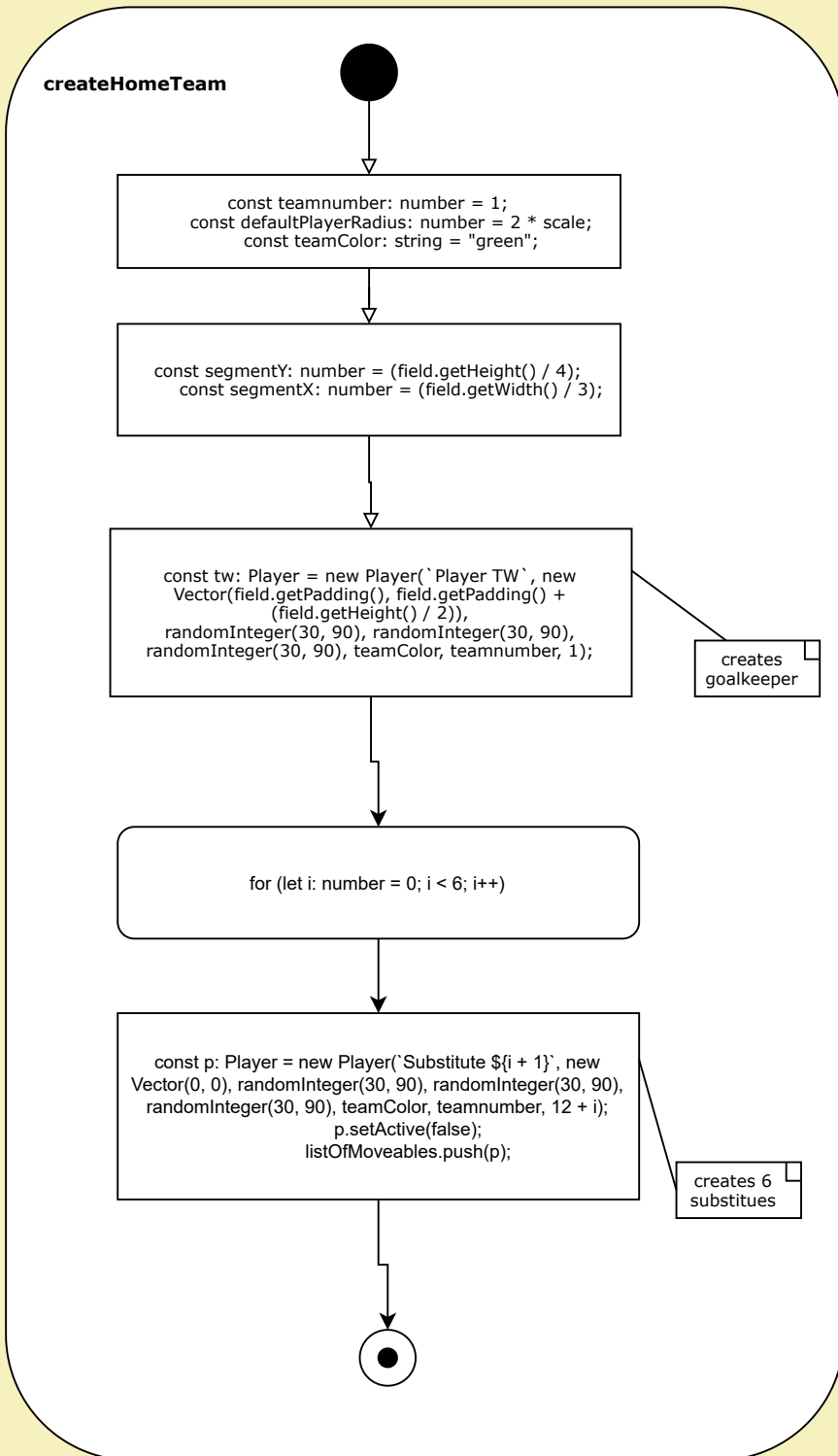
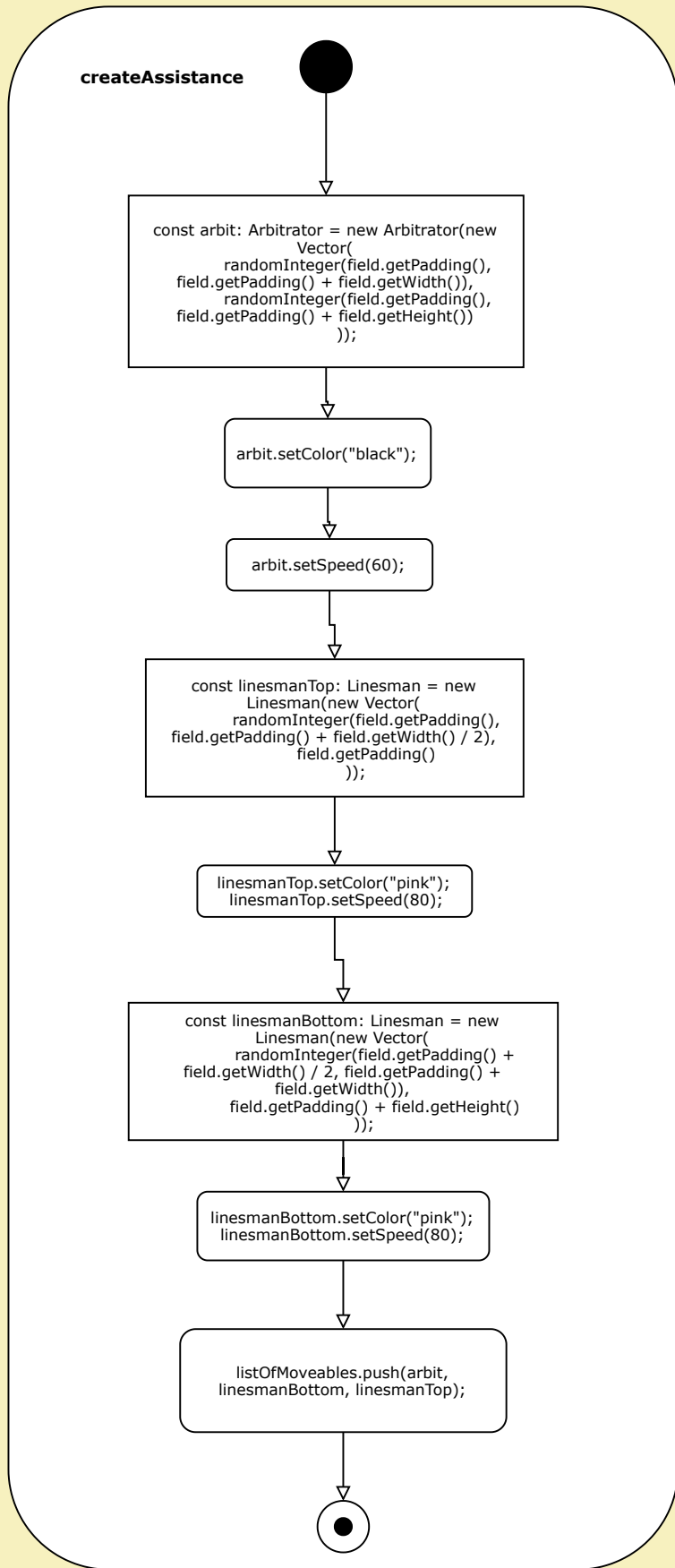
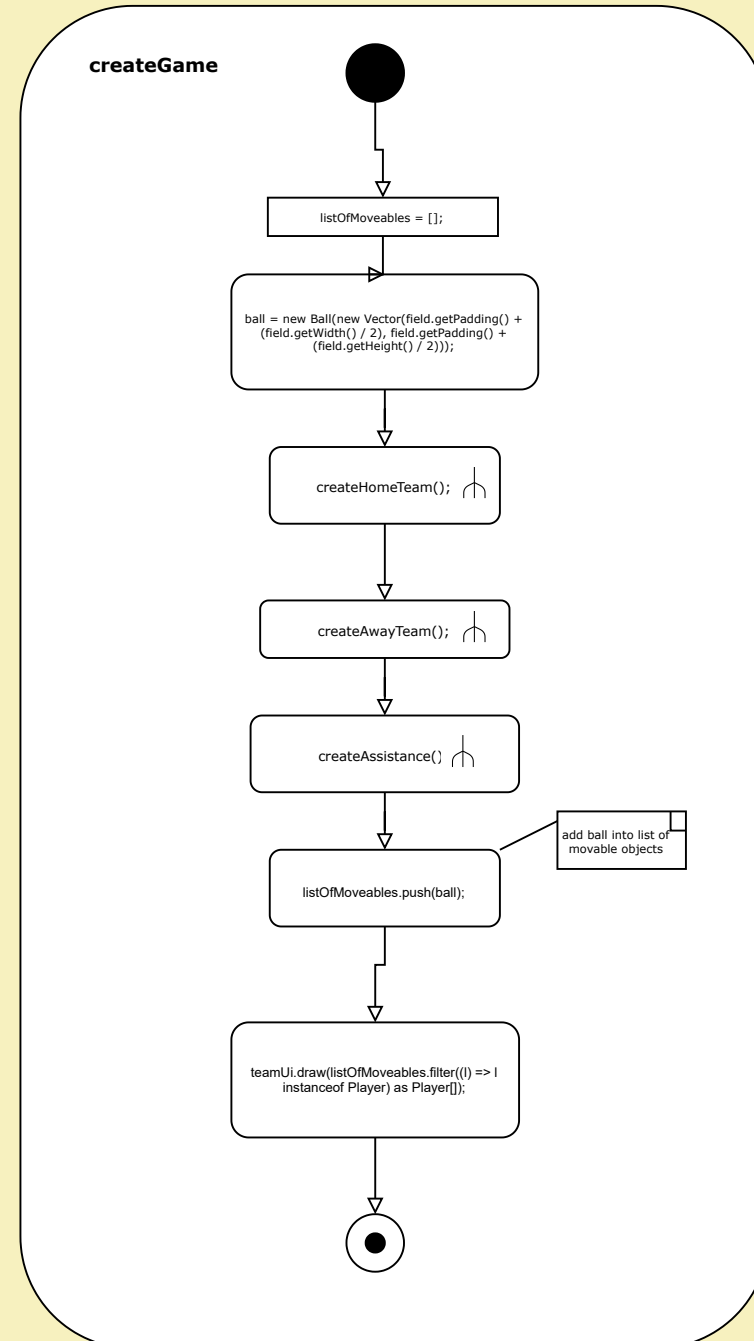
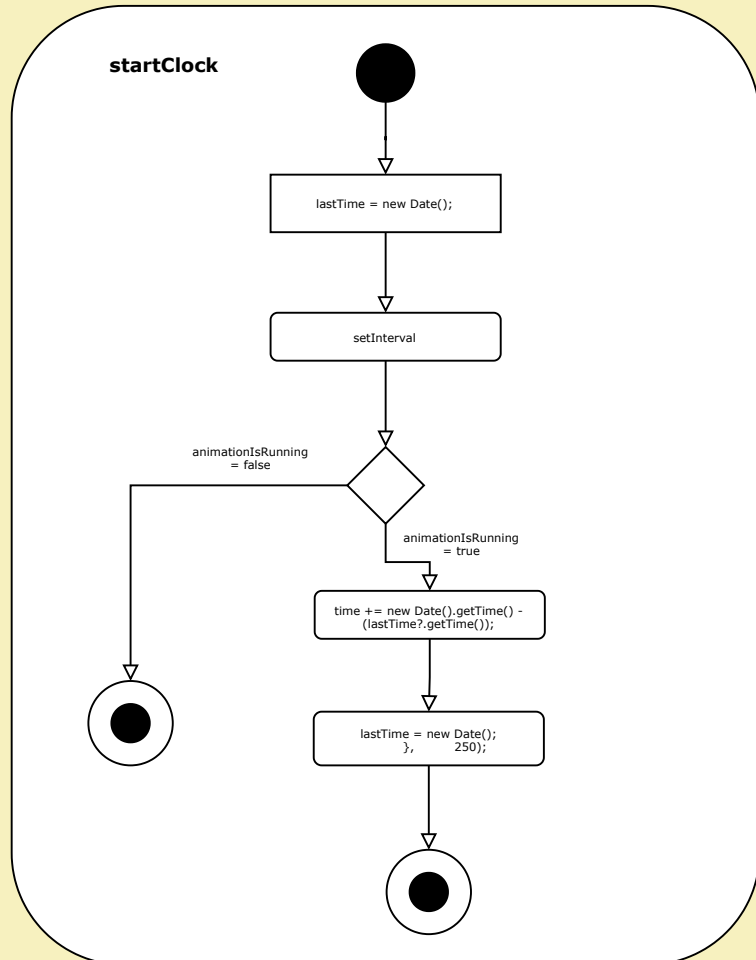
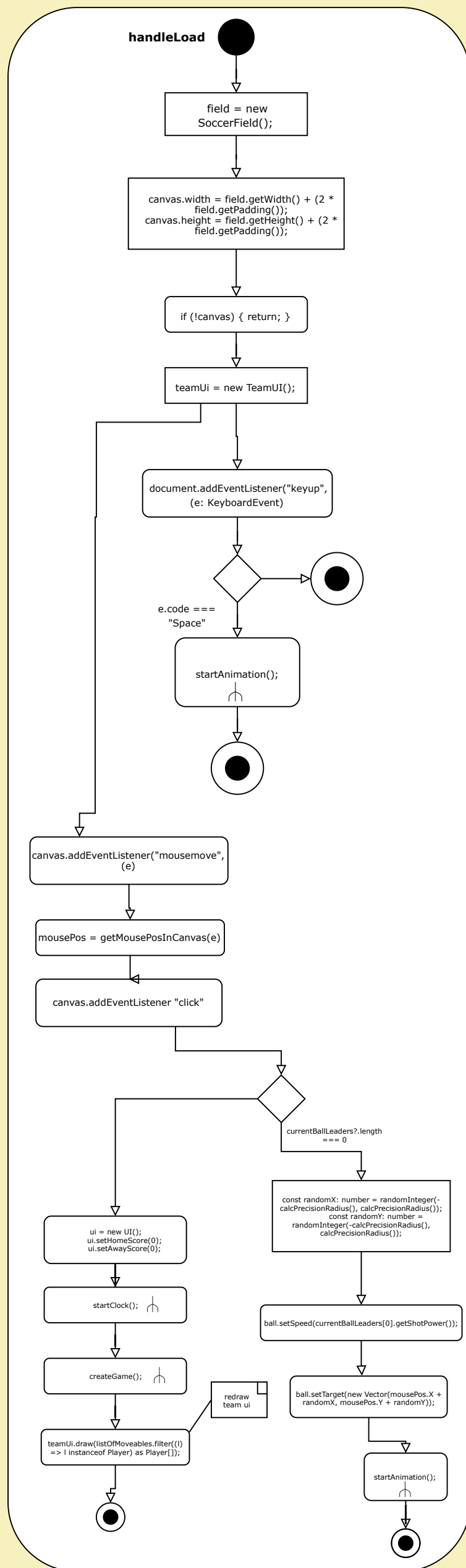
# Klassendiagram



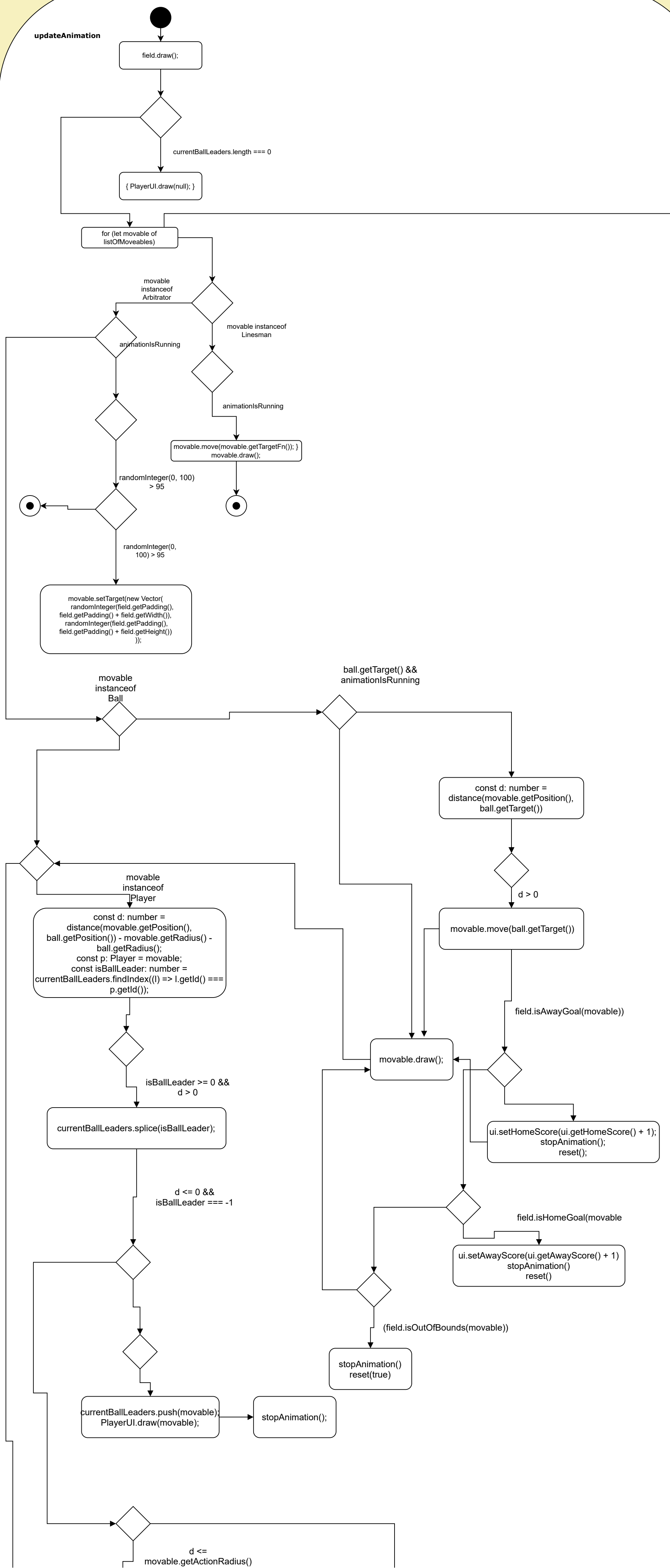
# MAIN

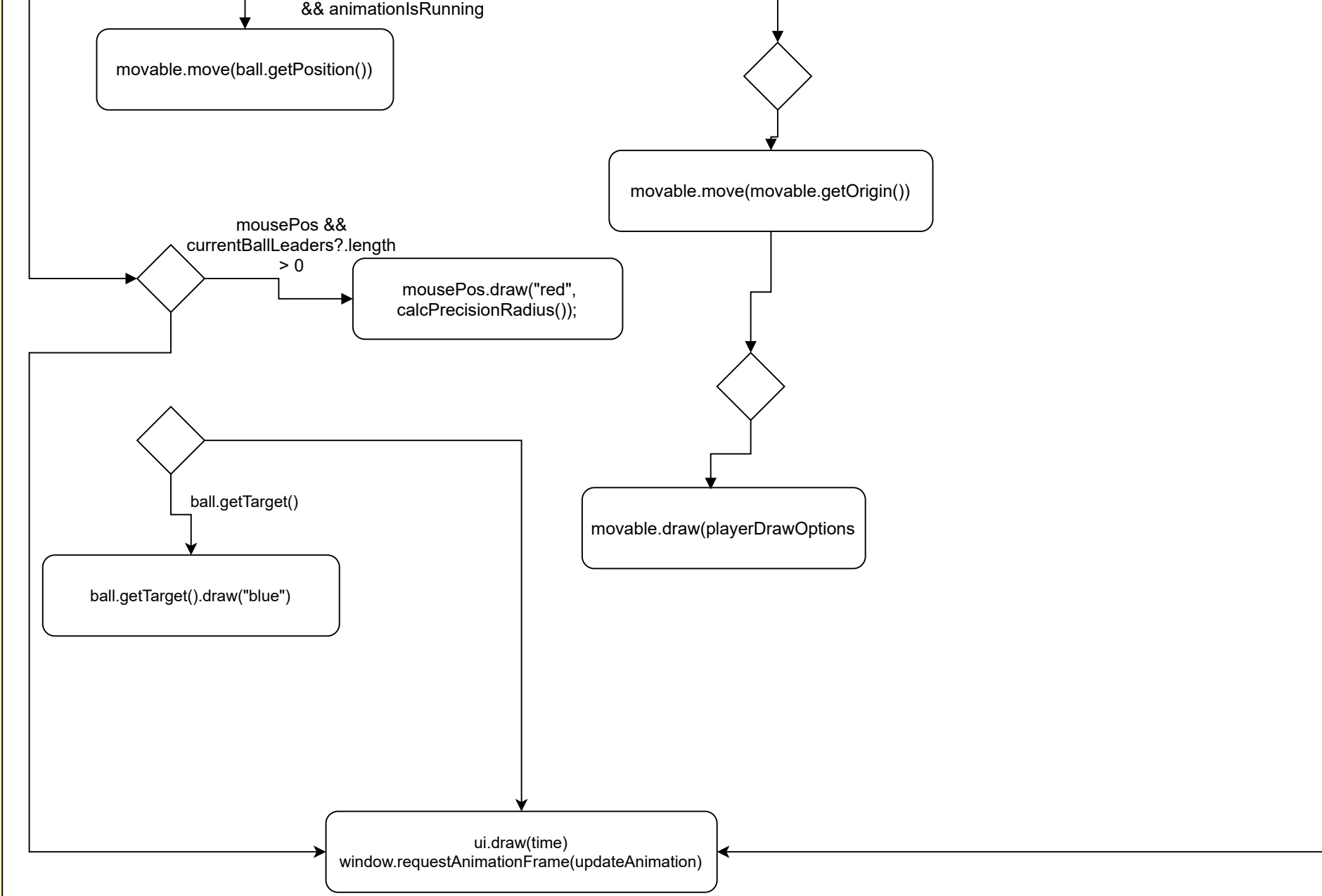


```
let canvas: HTMLCanvasElement = document.querySelector("canvas");
let ctx: CanvasRenderingContext2d = canvas.getContext("2d");
let listOfMoveables: Moveable[] = [];
let currentBallLeaders: Player[] = [];
let ui: UI;
let animationsRunning: boolean = false;
let time: number = 0;
let lastTime: Date;
let listOFMoveables: Moveable[] = [];
let field: SoccerField;
let ball: Ball;
let mousePos: Vector;
```



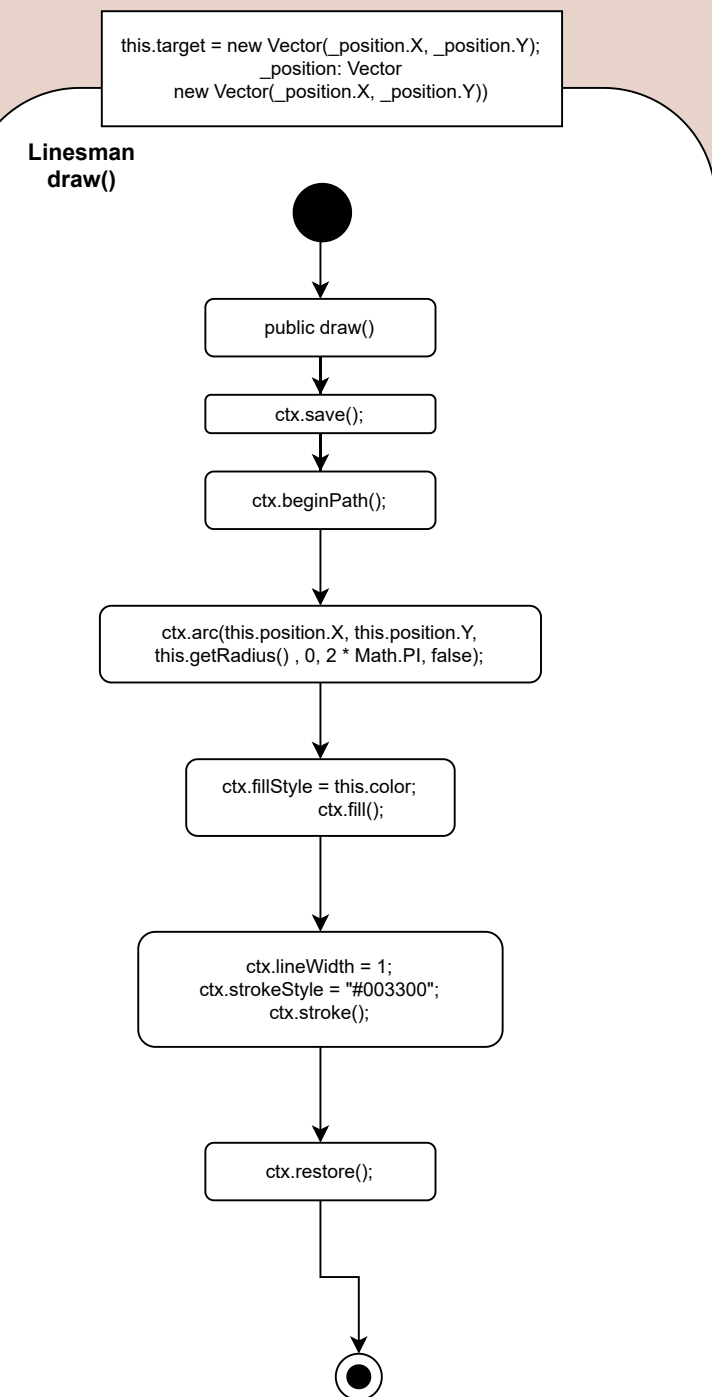
## MAIN



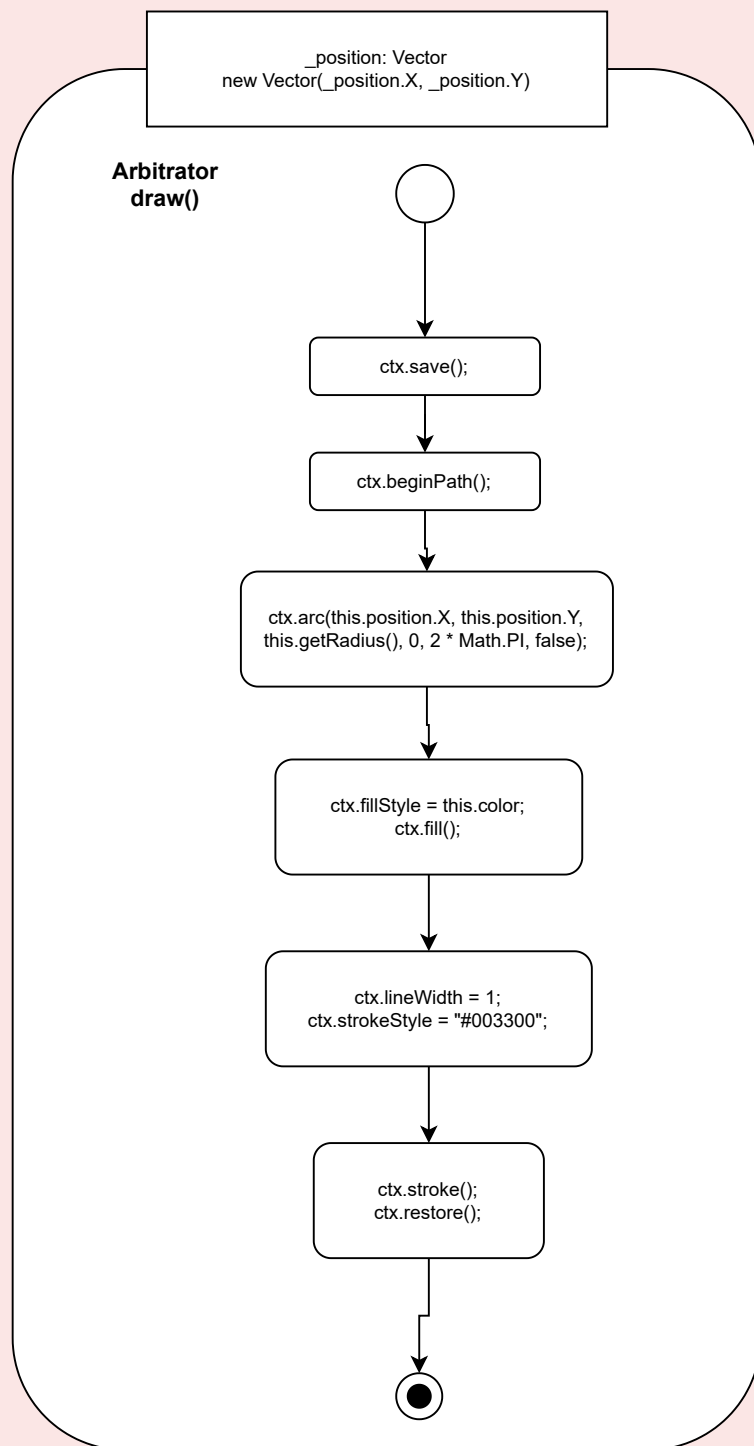




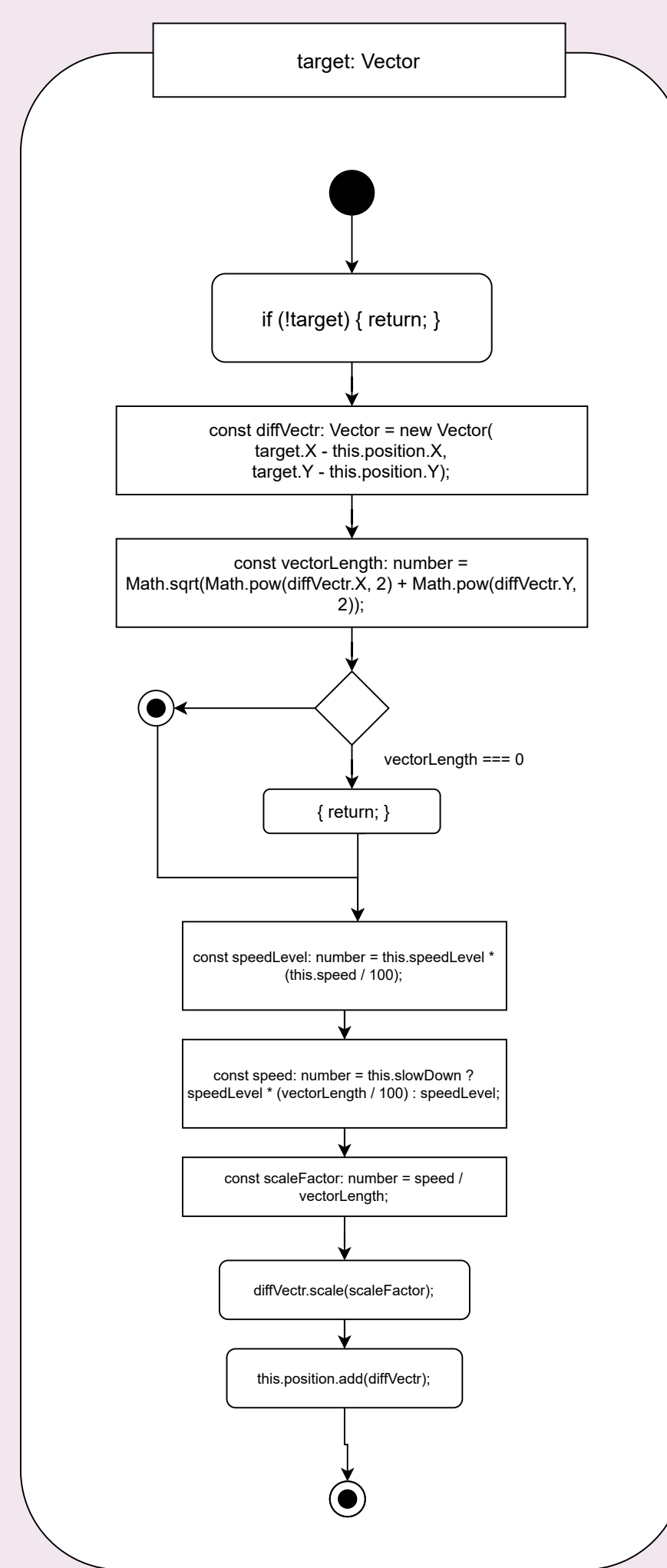
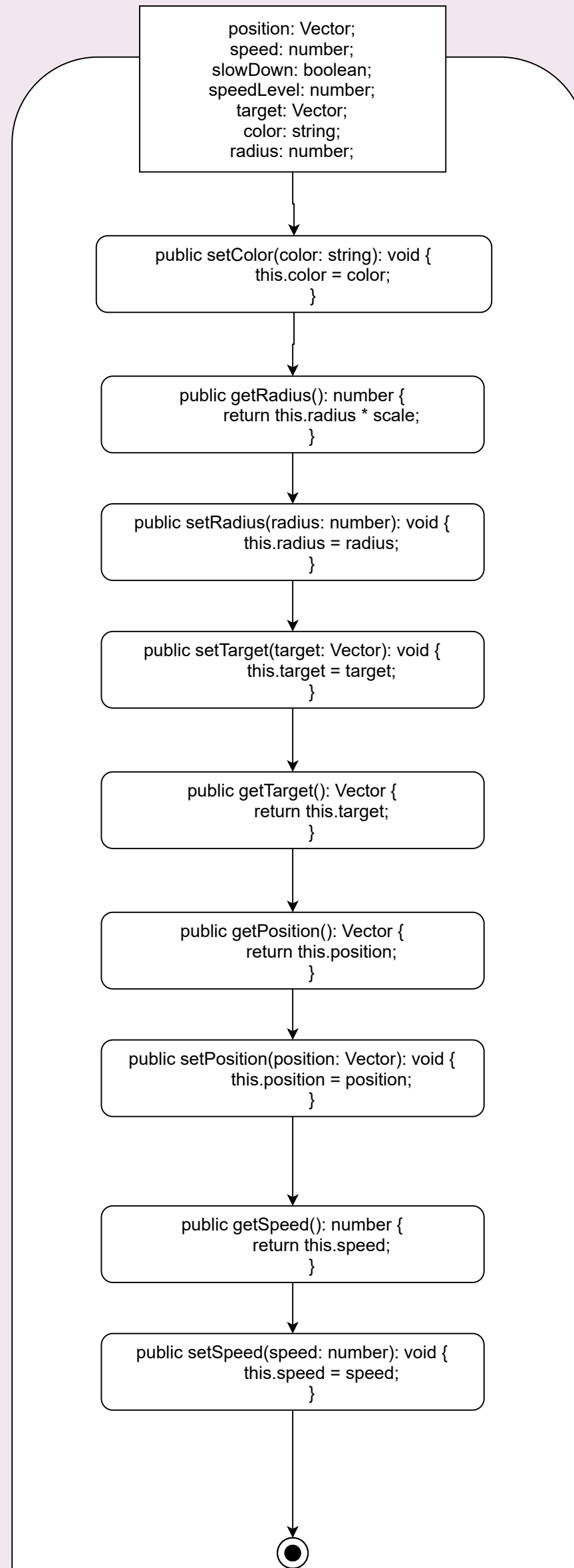
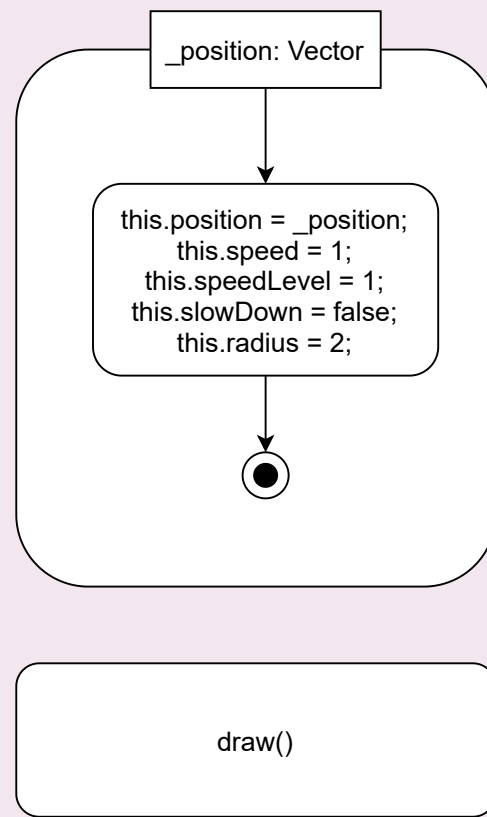
## Linesman



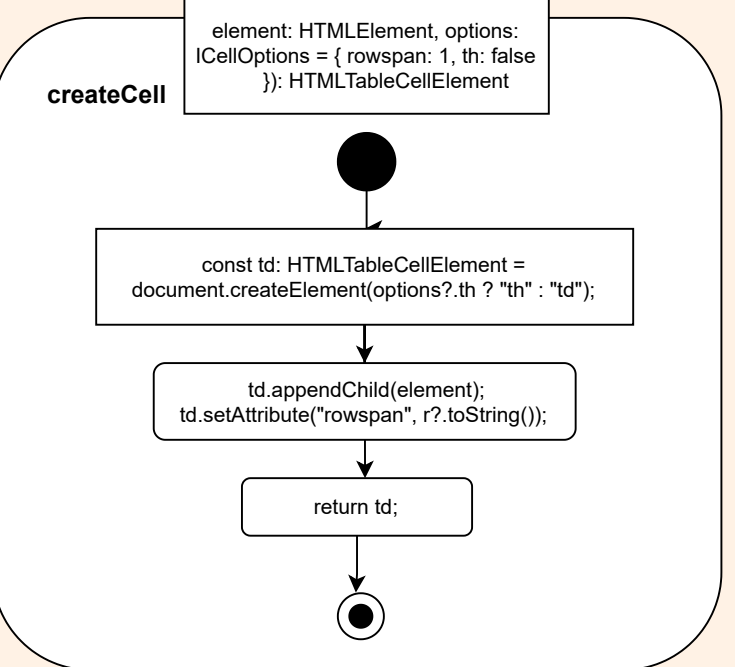
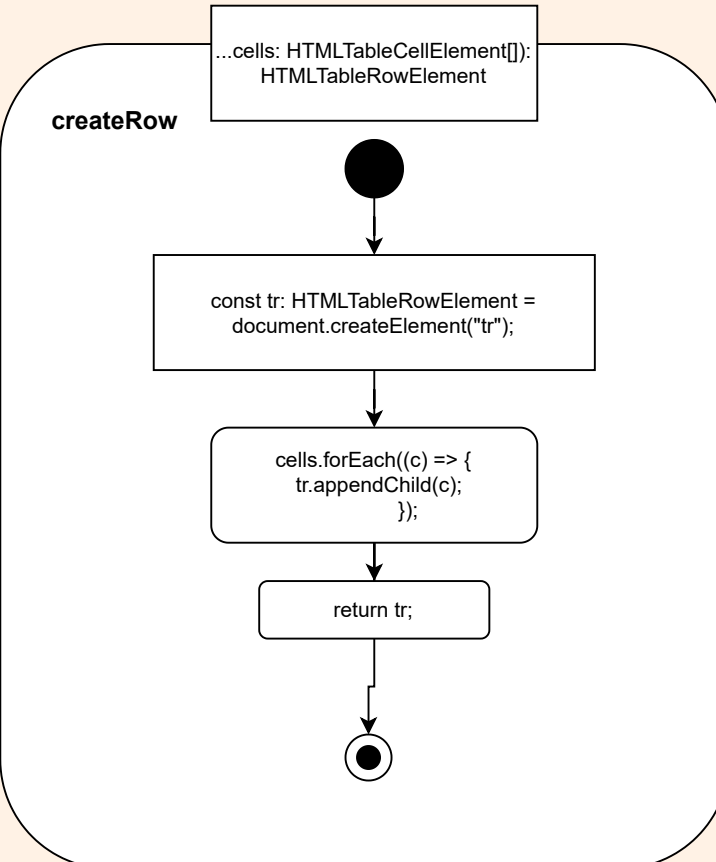
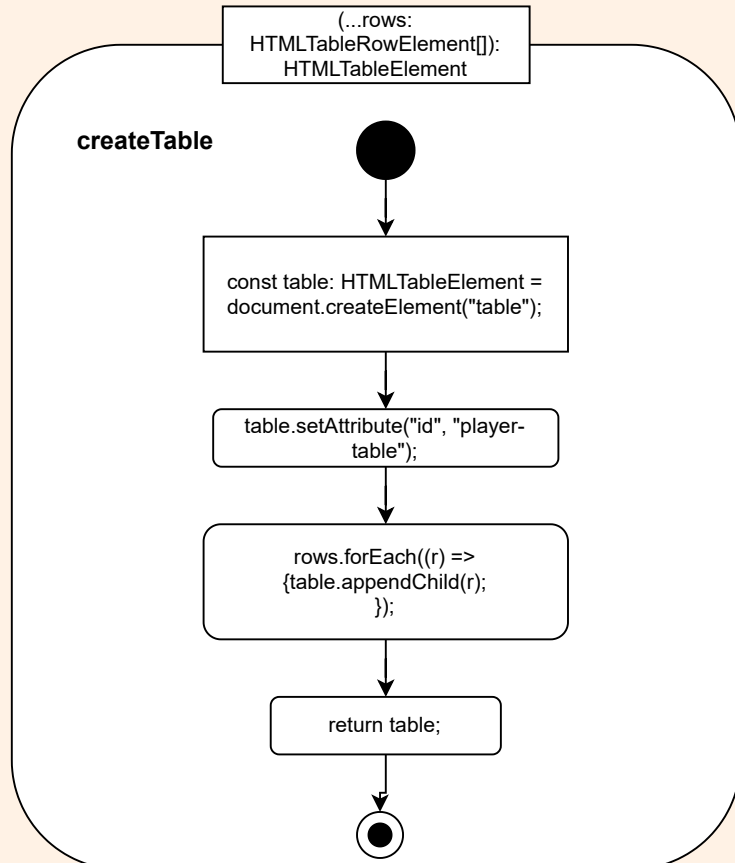
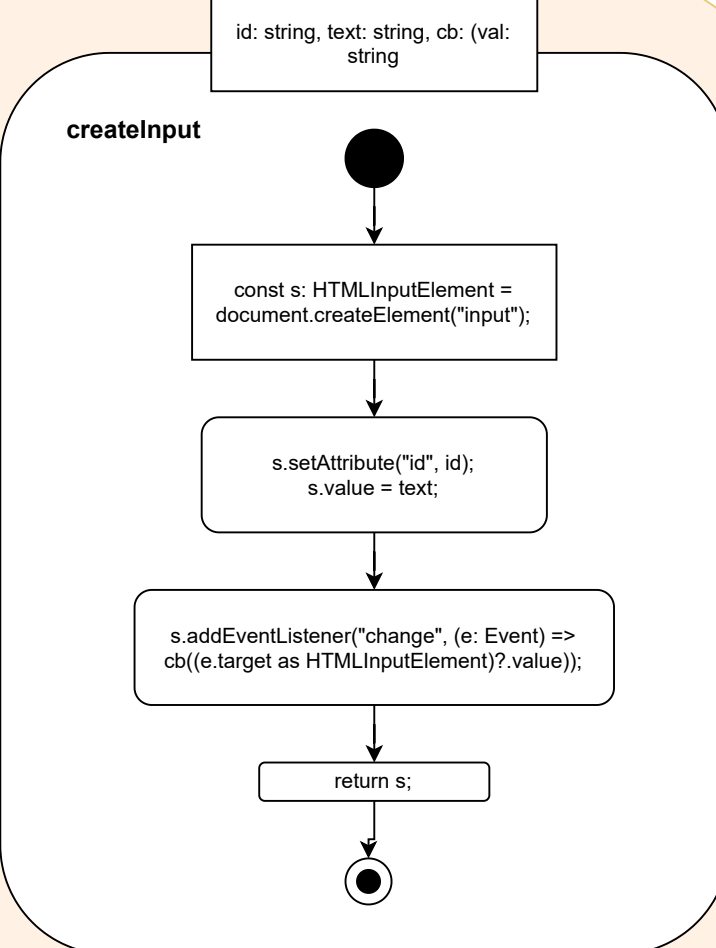
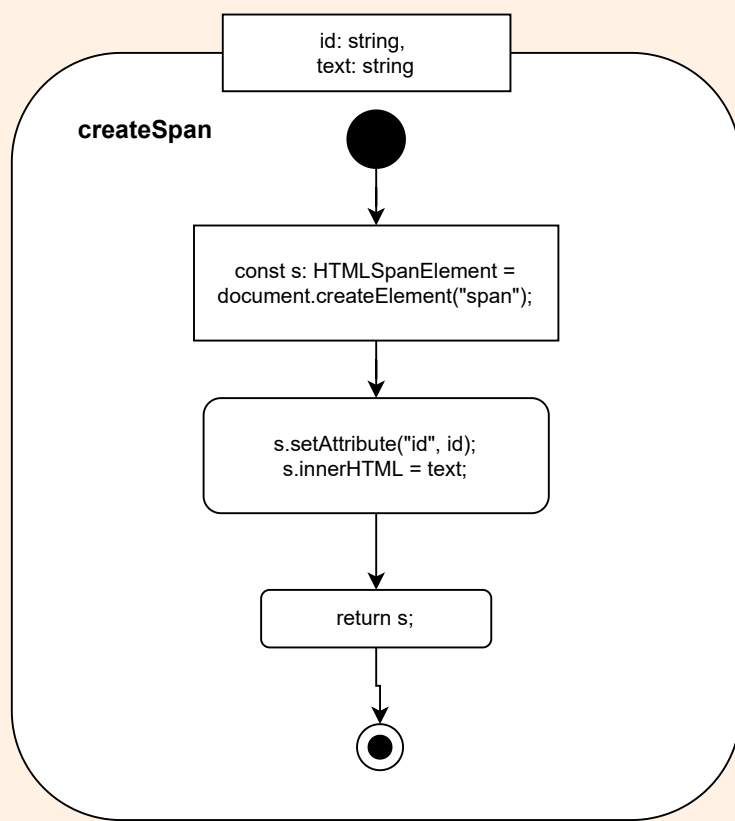
## Arbitrator



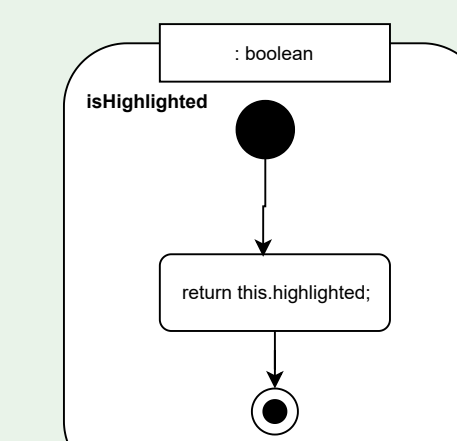
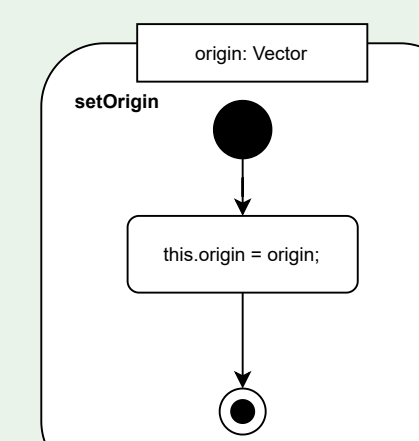
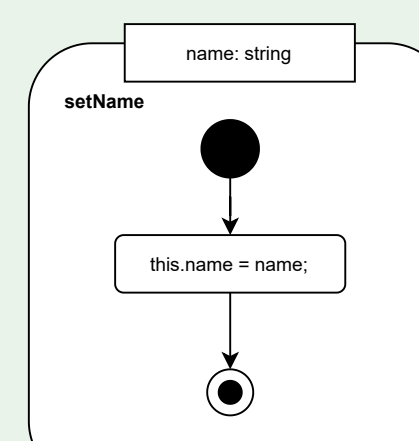
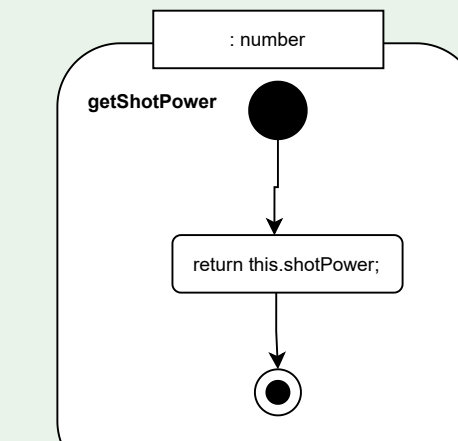
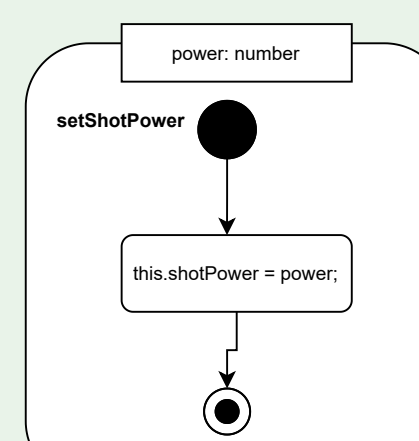
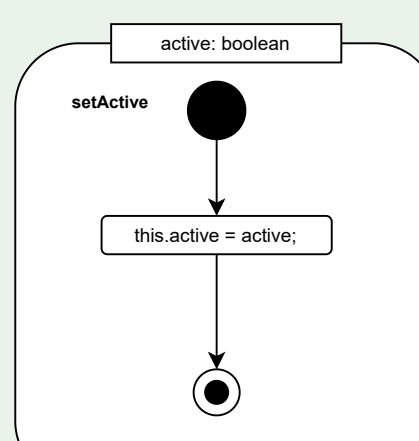
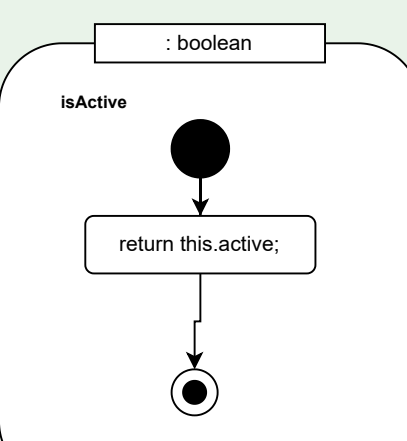
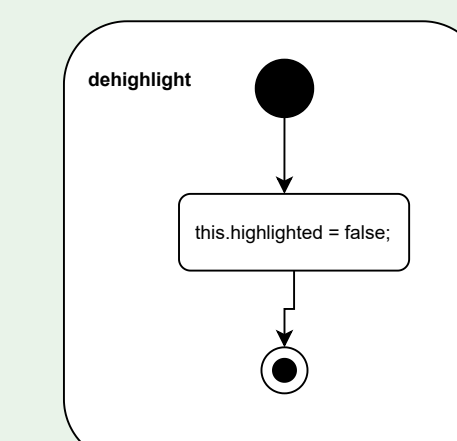
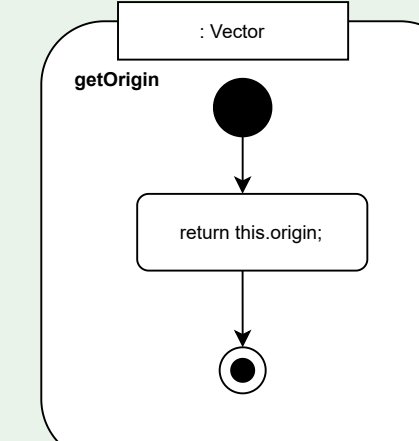
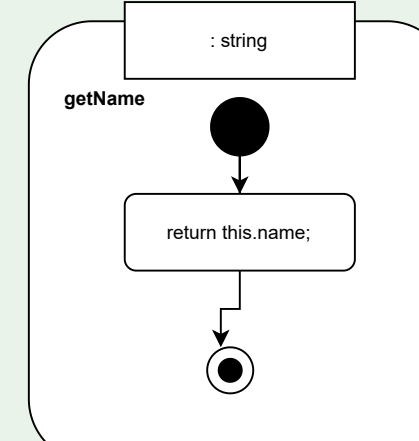
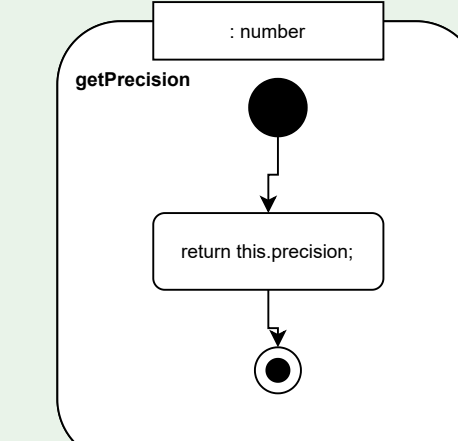
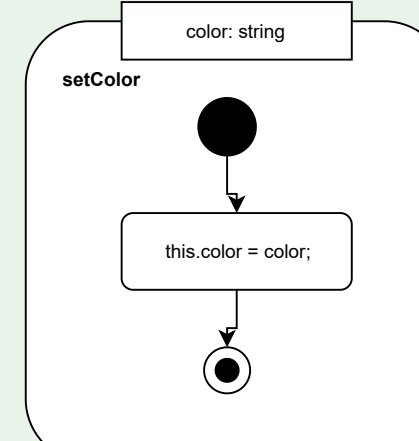
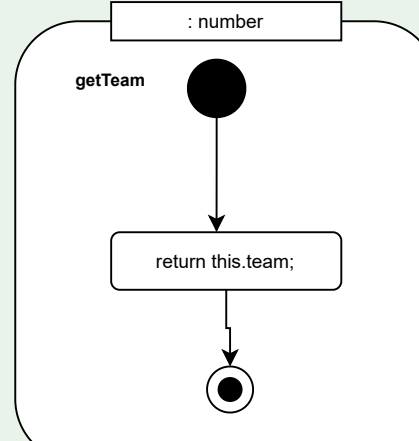
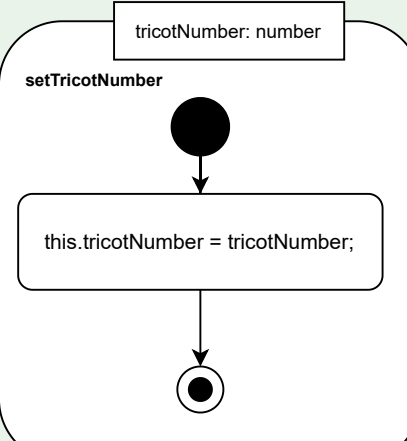
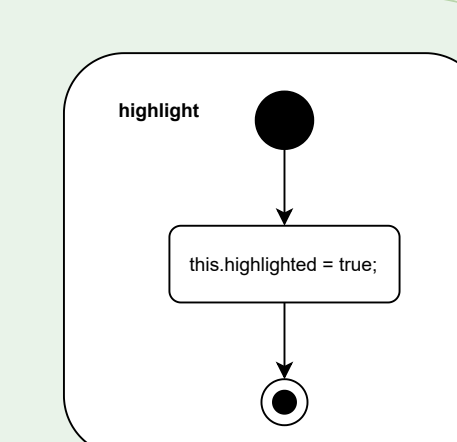
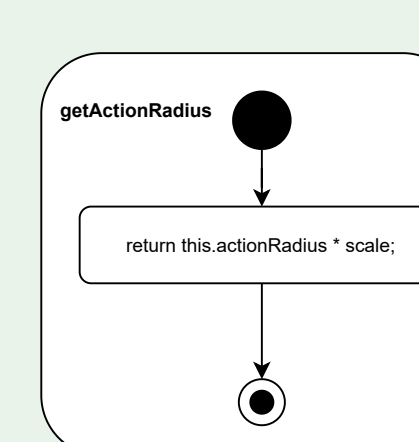
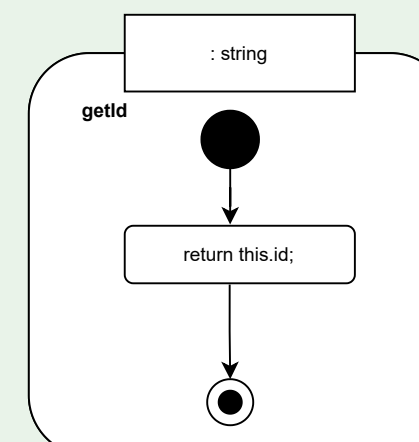
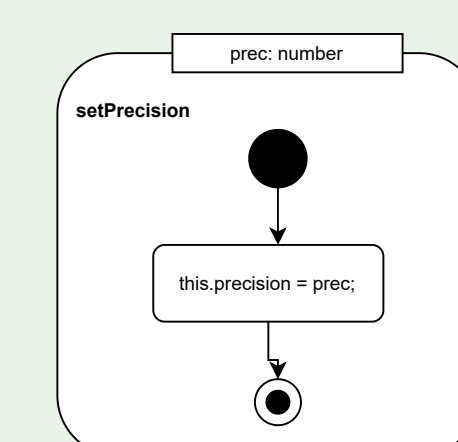
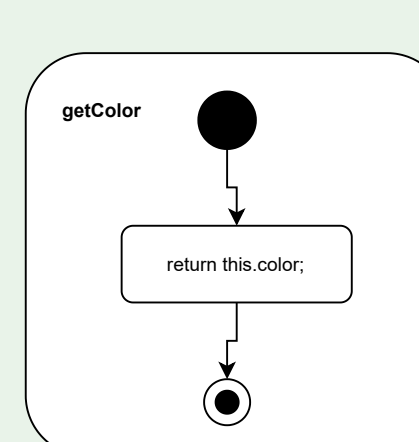
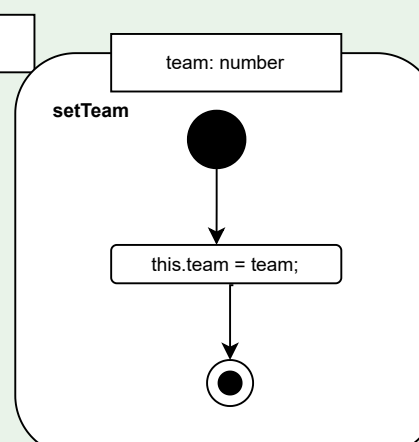
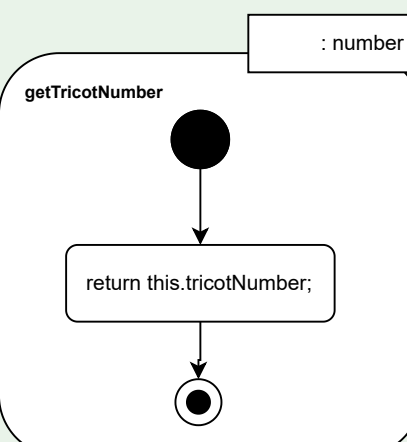
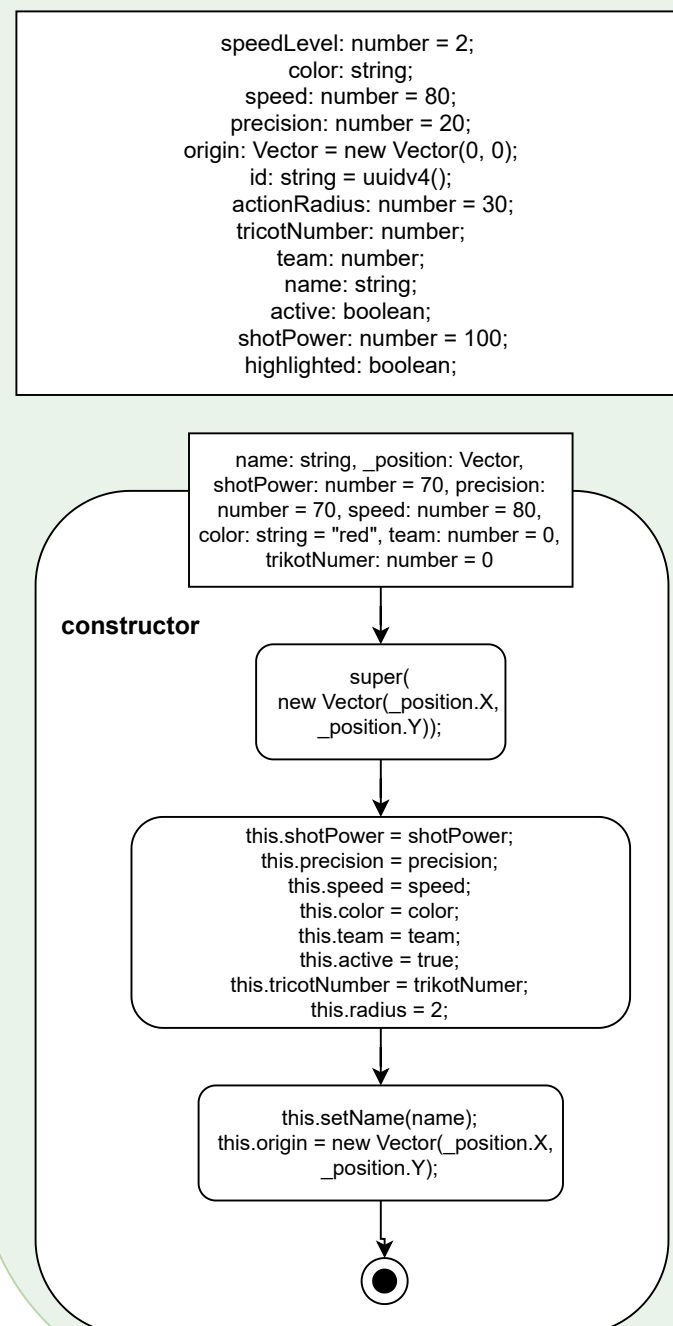
## MOVEABLE



## Table

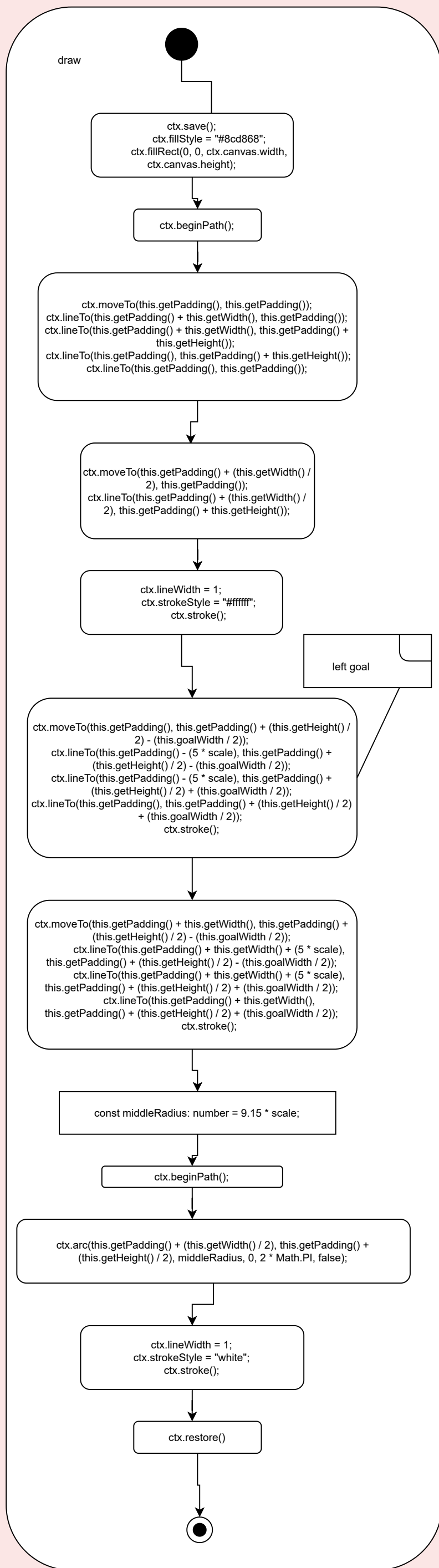
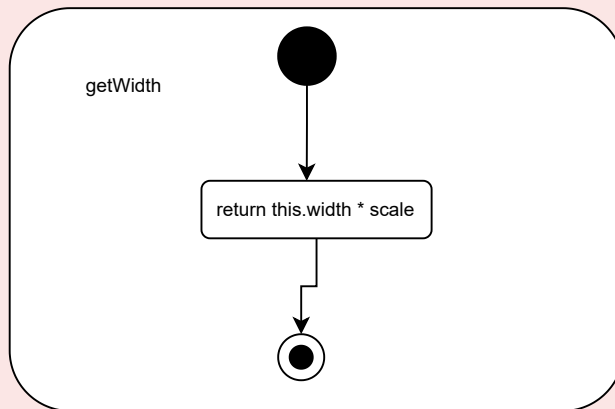
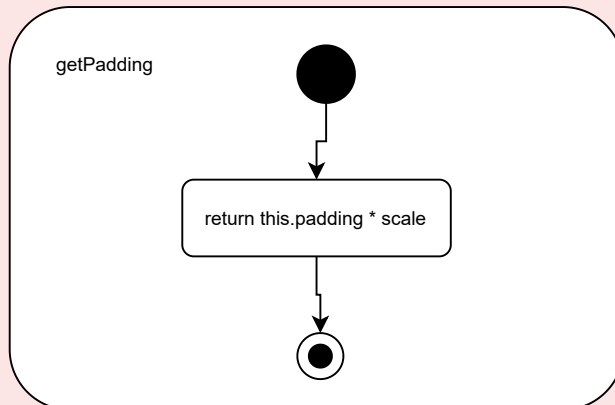
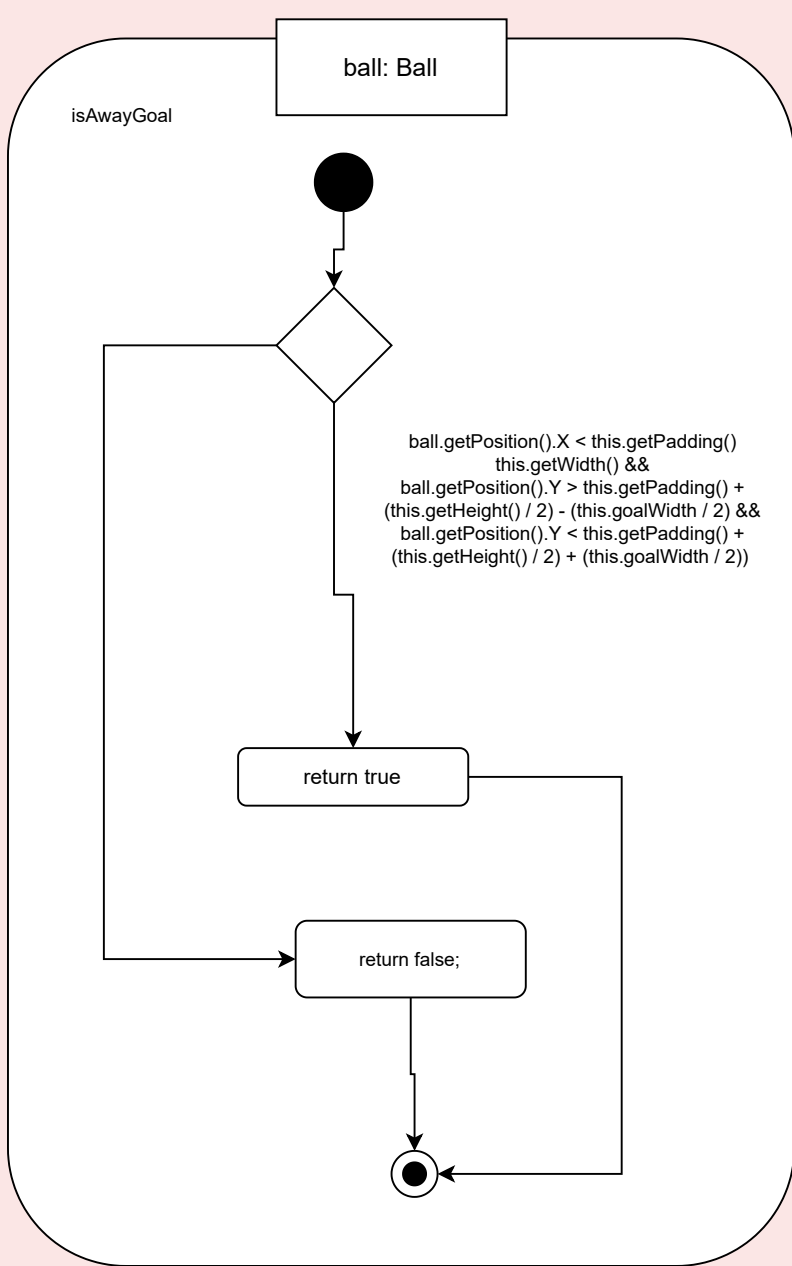
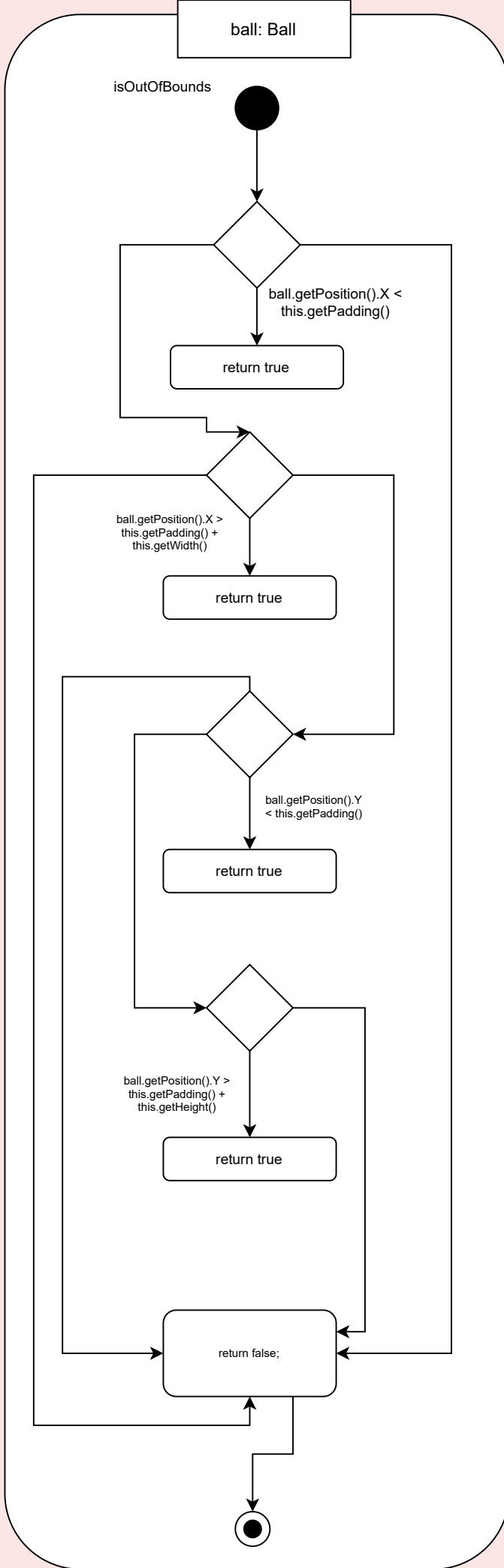
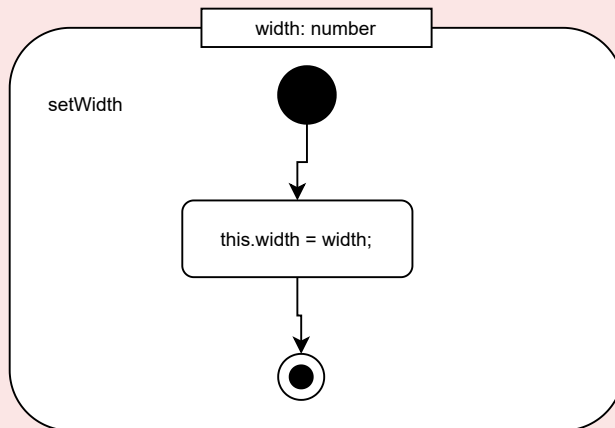
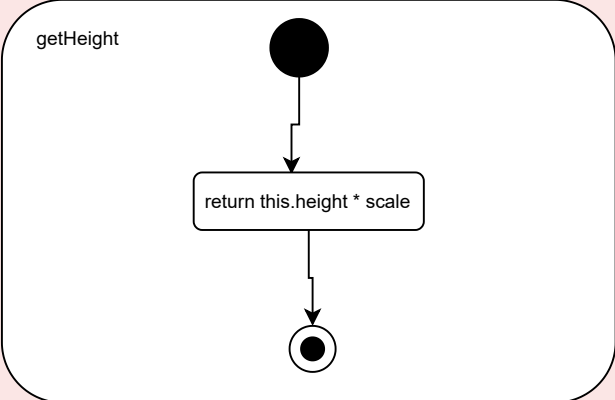
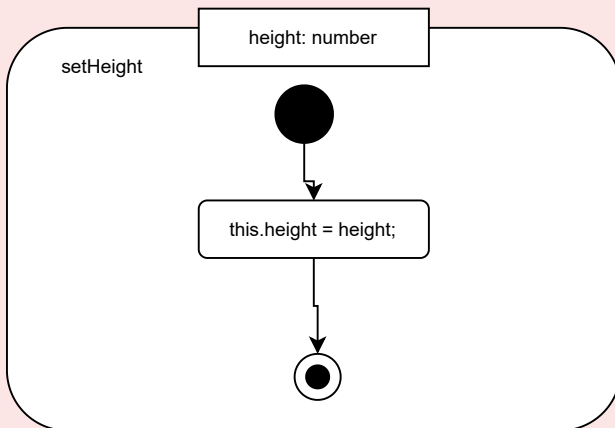
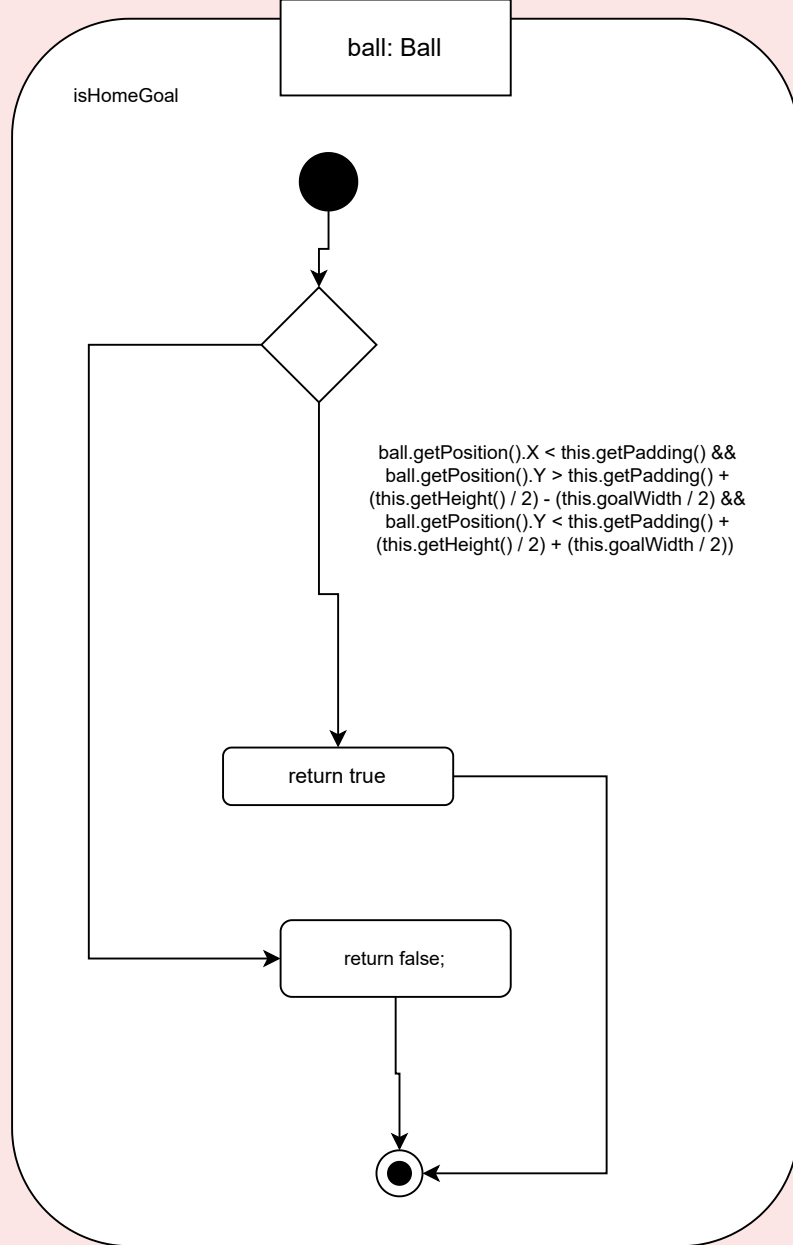
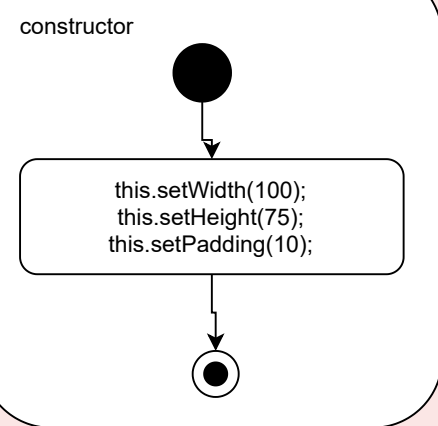


## player

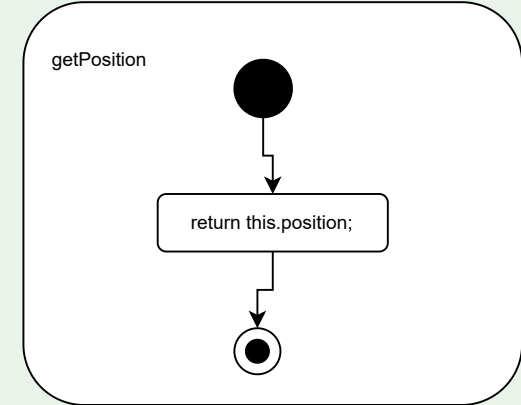
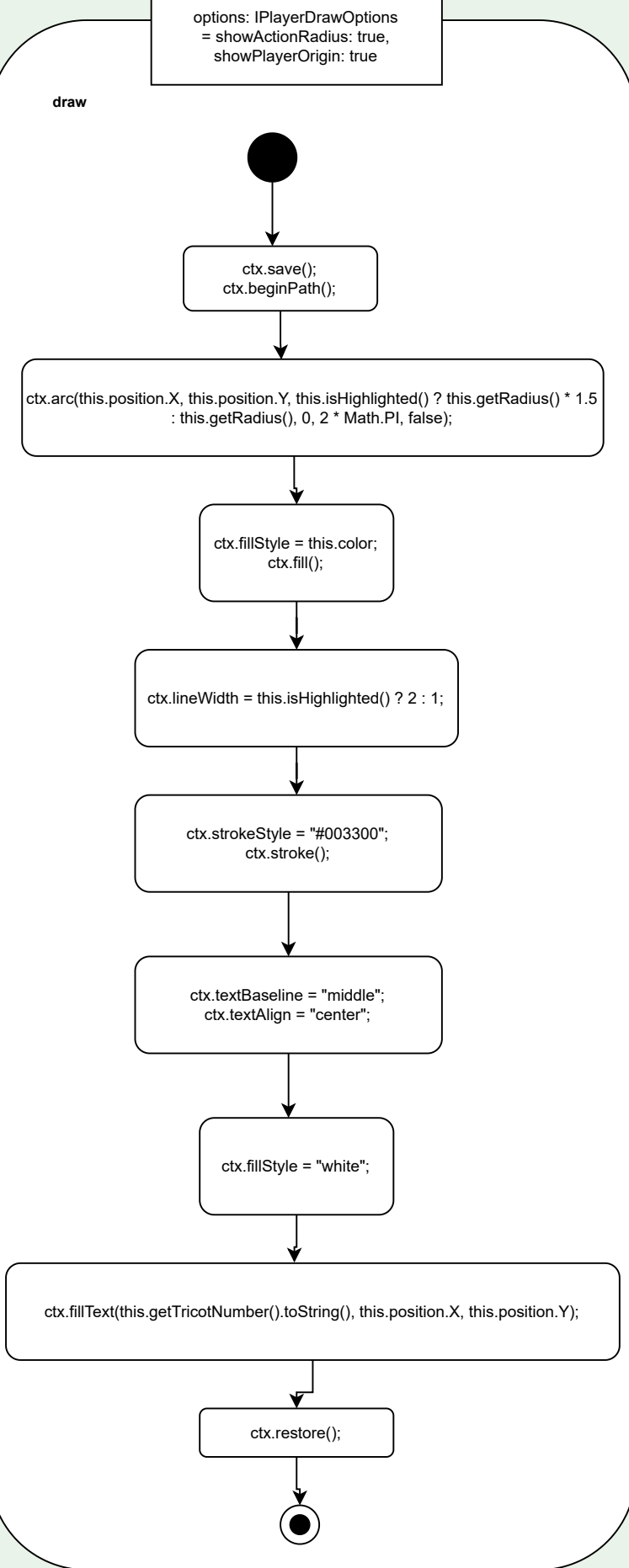


soccer-field

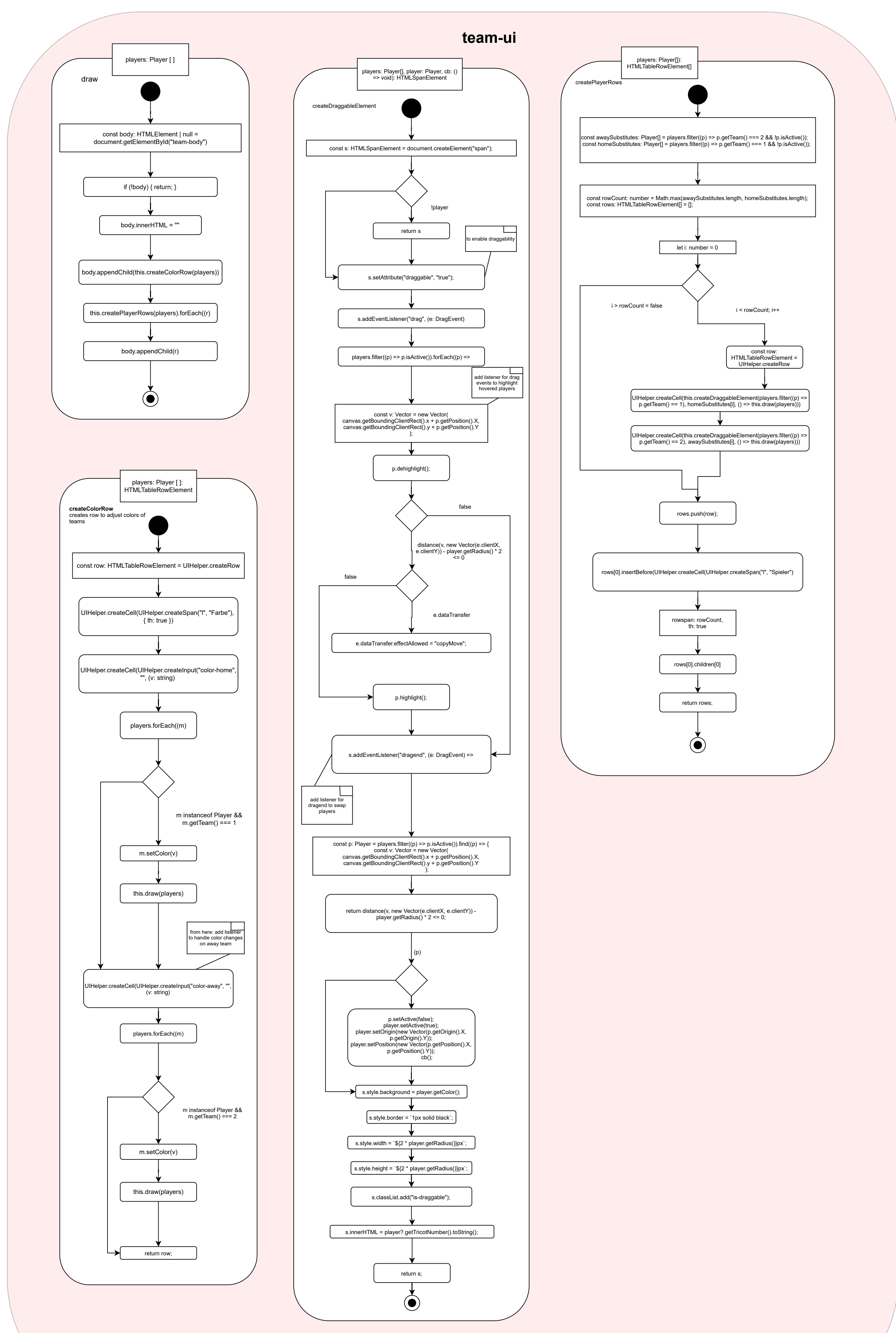
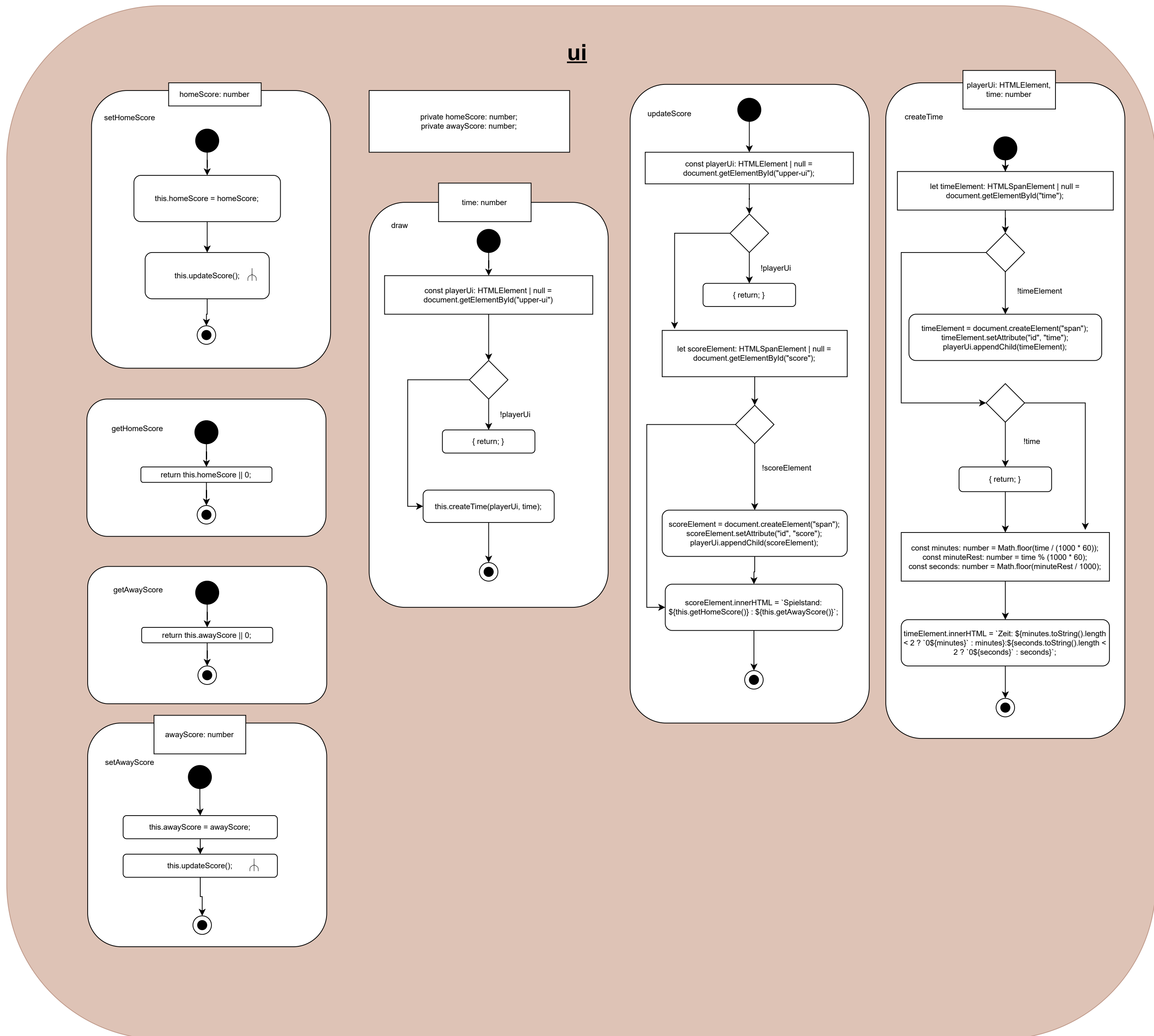
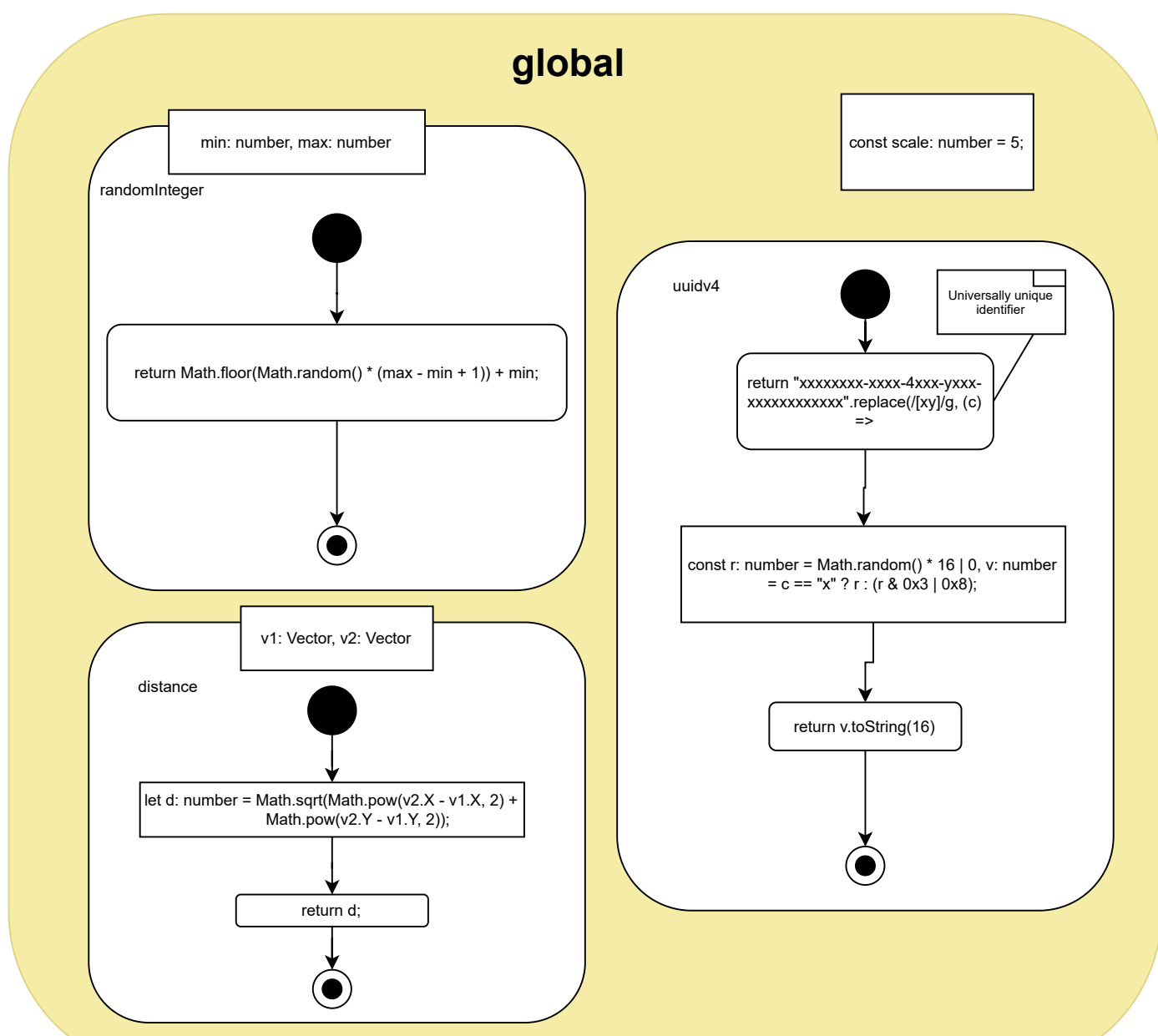
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height: number;  
goalWidth: number = 7.32 \* scale;



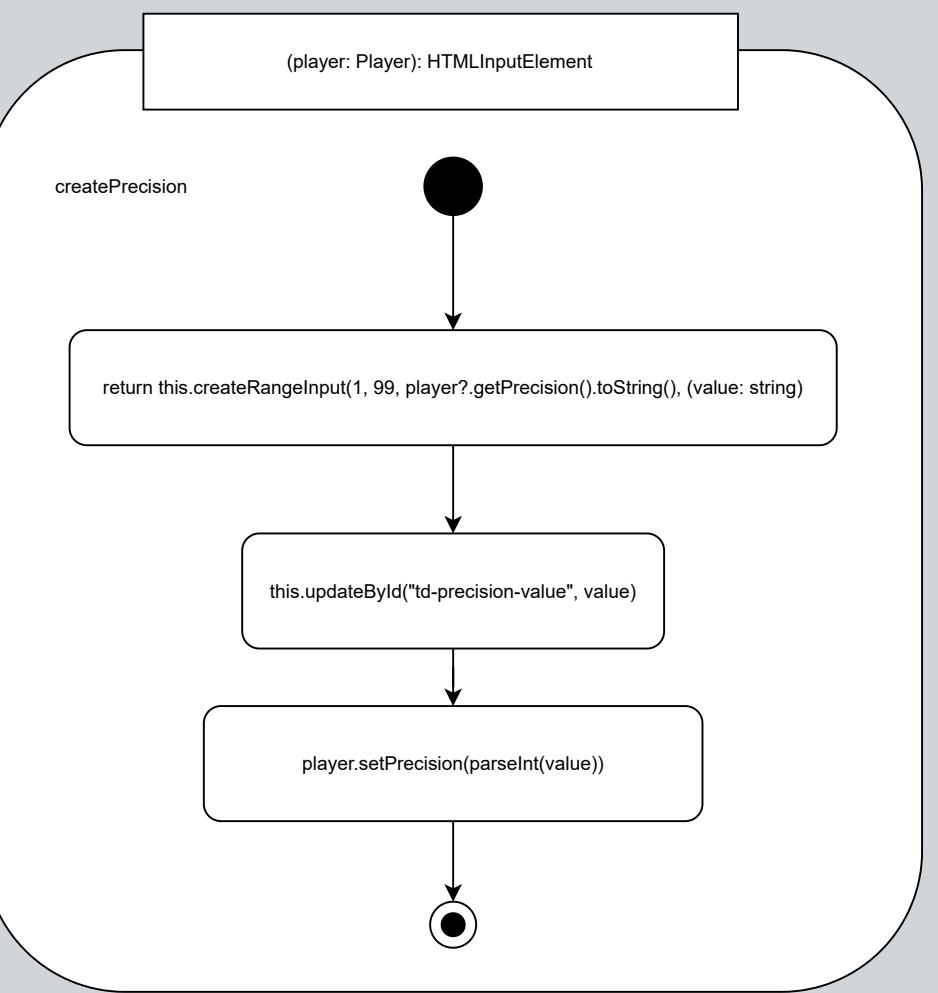
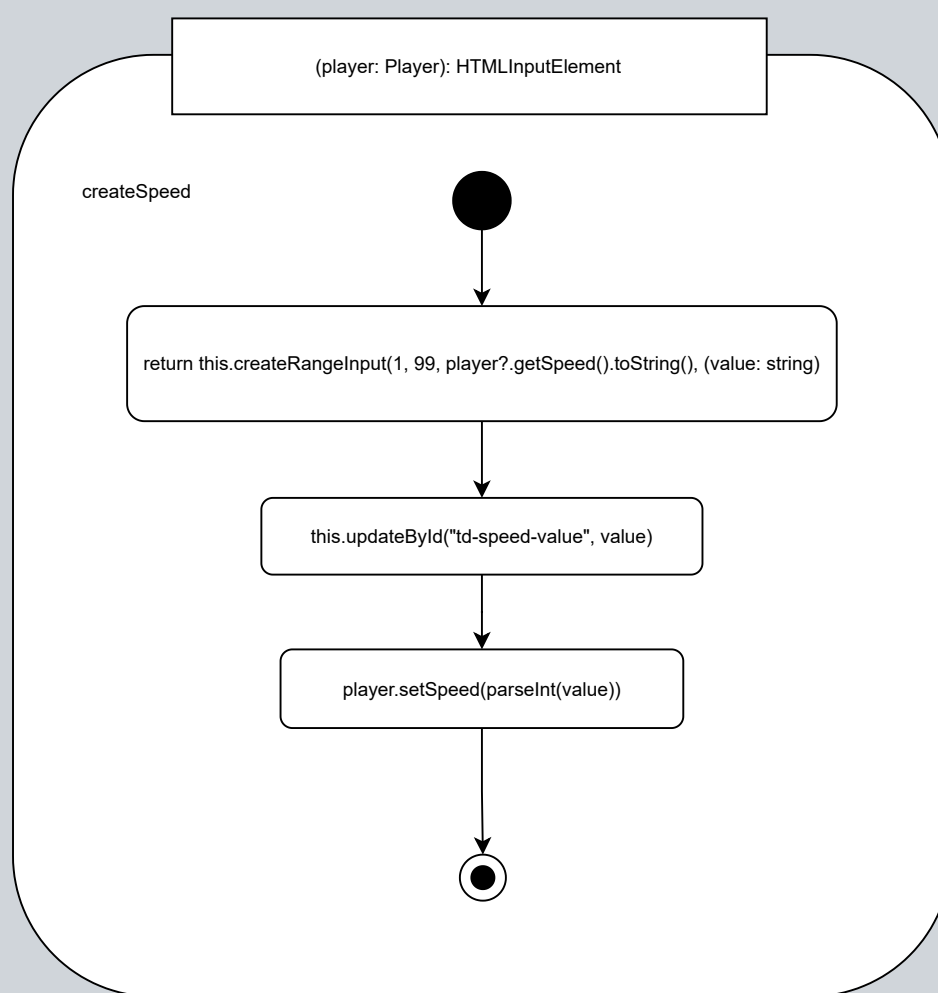
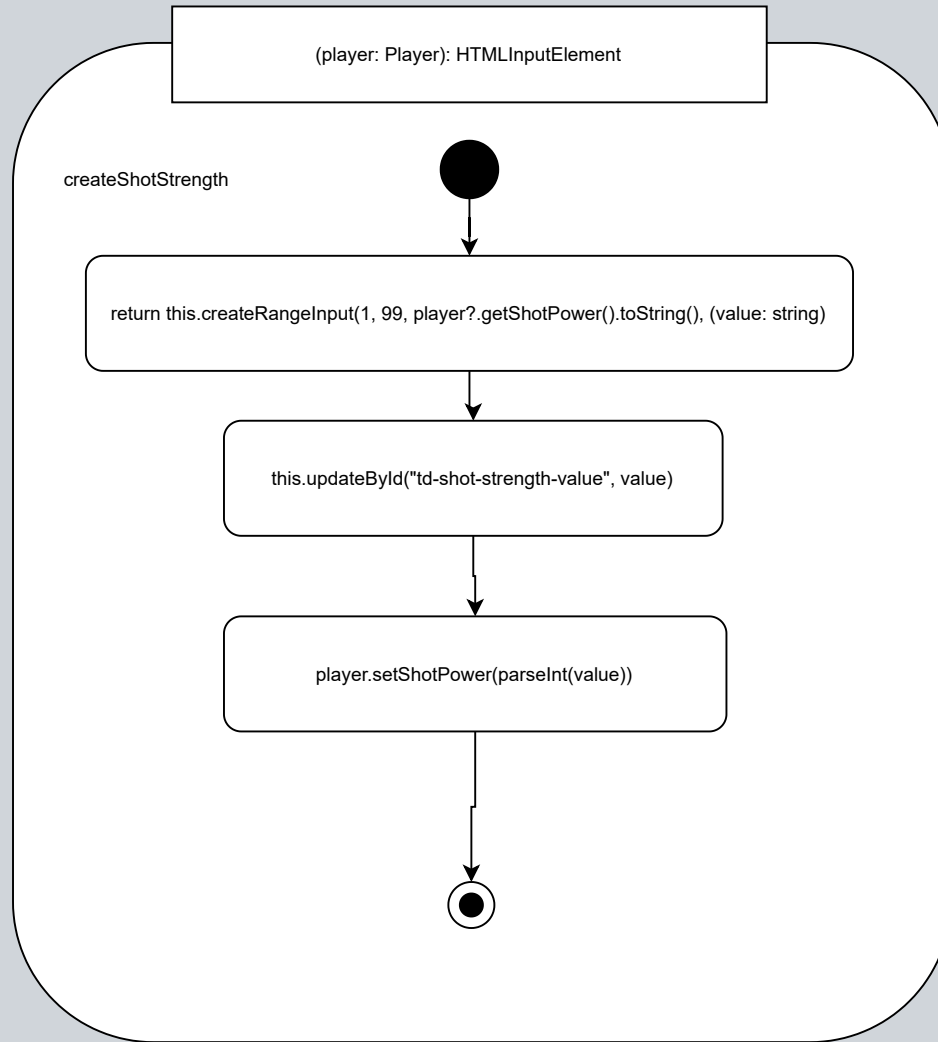
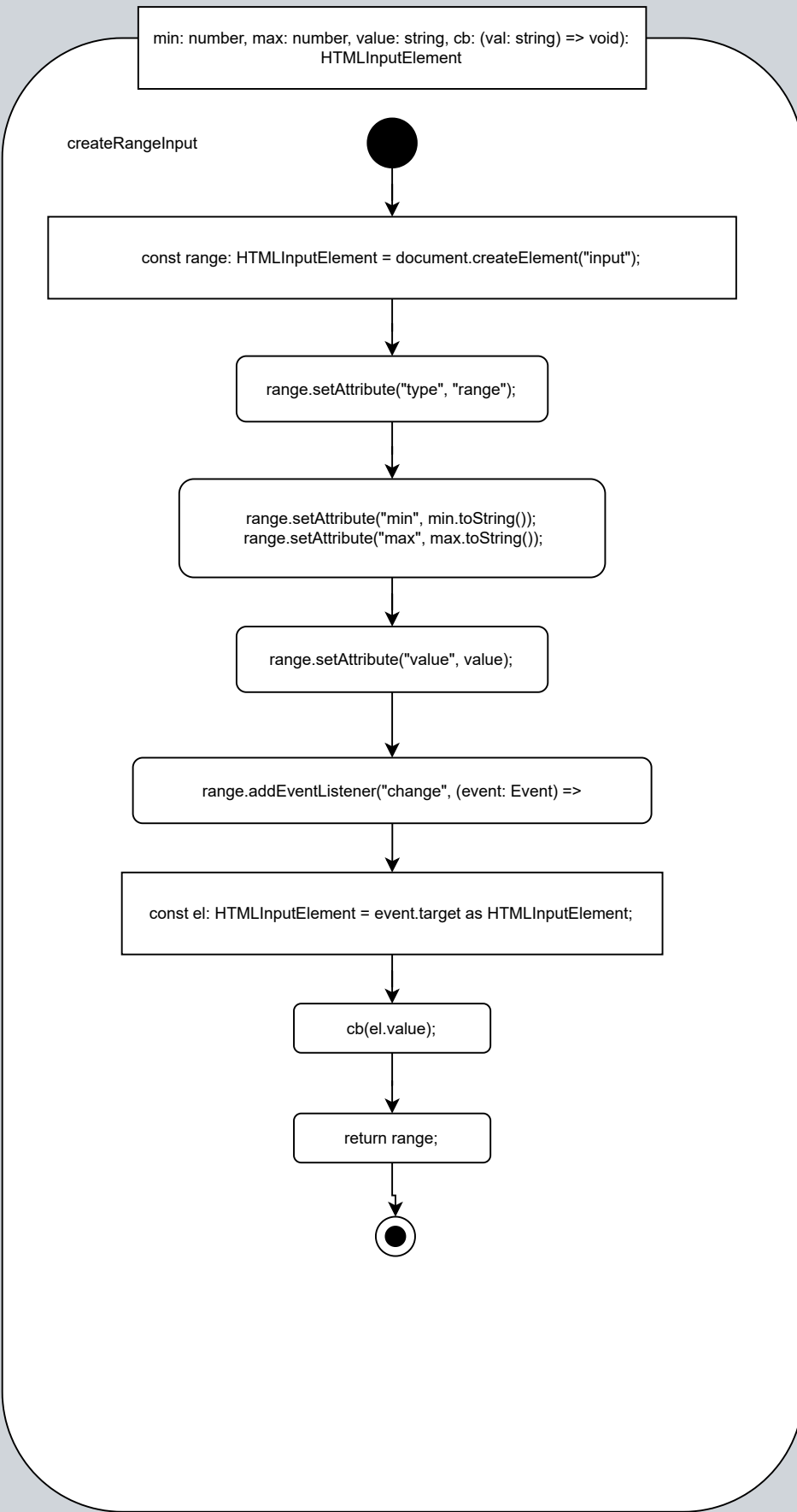
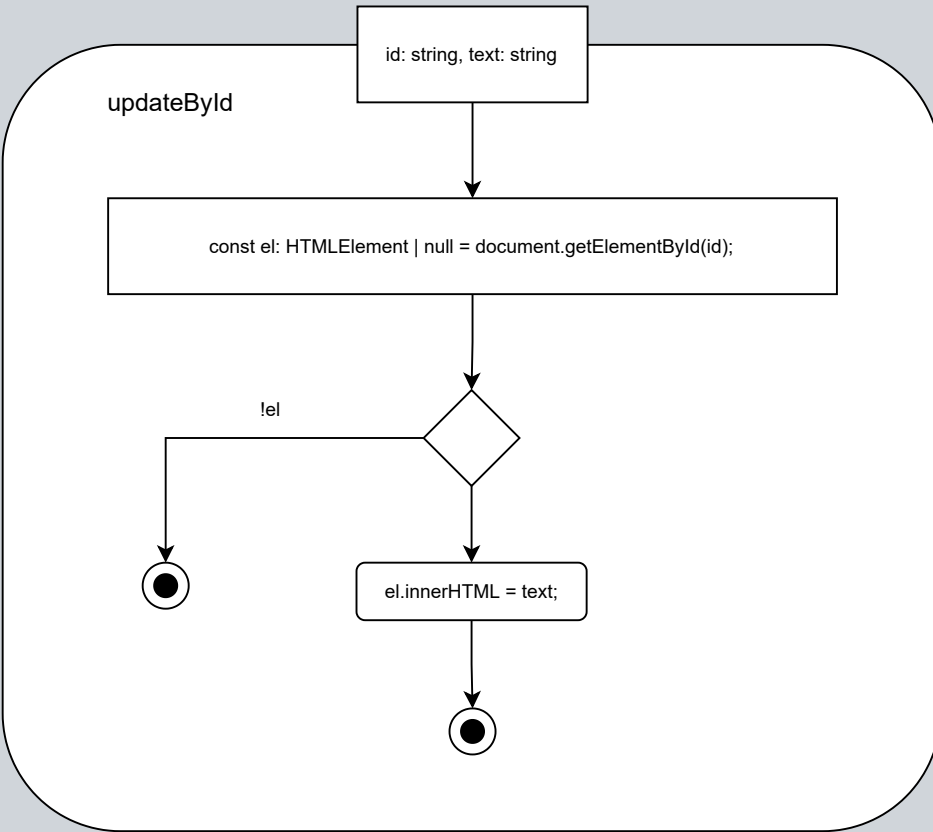
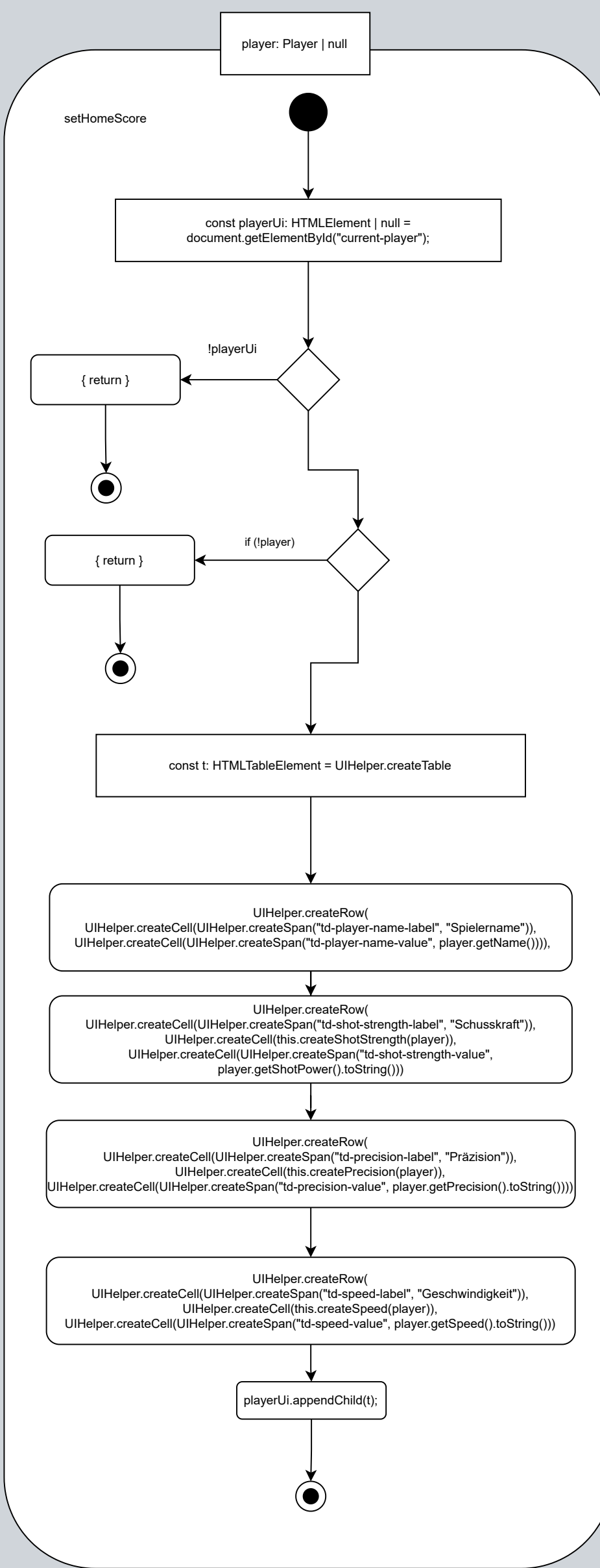
player







PlayerUI



vector

