

IDEE

- x & y Objekte fallen vom oberen Bildrand
- Interaktionsobjekt am unteren Bildrand (mit Pfeiltasten bewegbar)
» sammeln oder ausweichen «
- bei sammeln von "Ausweichobjekten"
→ Game Over
- bei sammeln best. Anzahl von "Sammelobjekten"
→ Congratulation

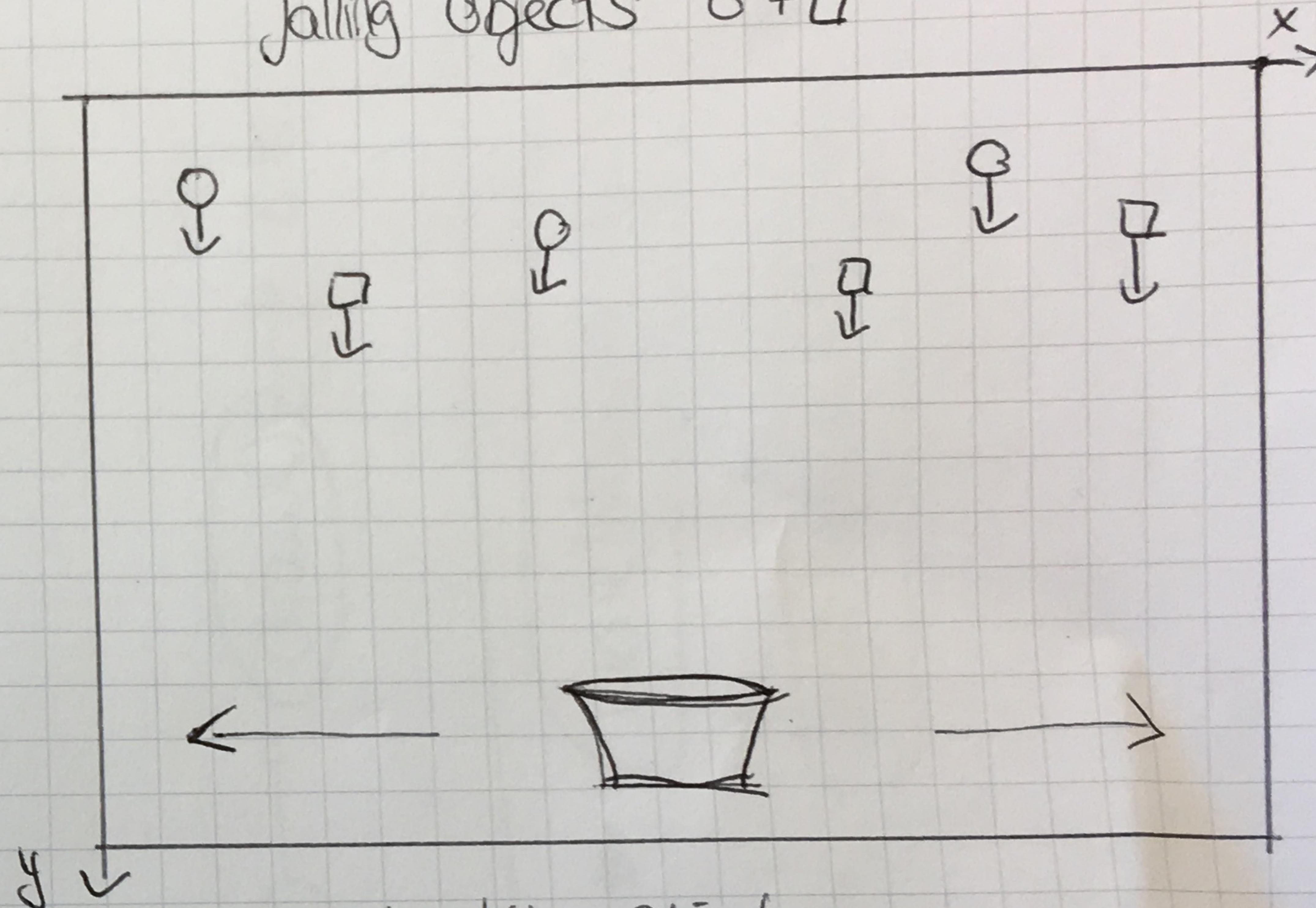
JOKER

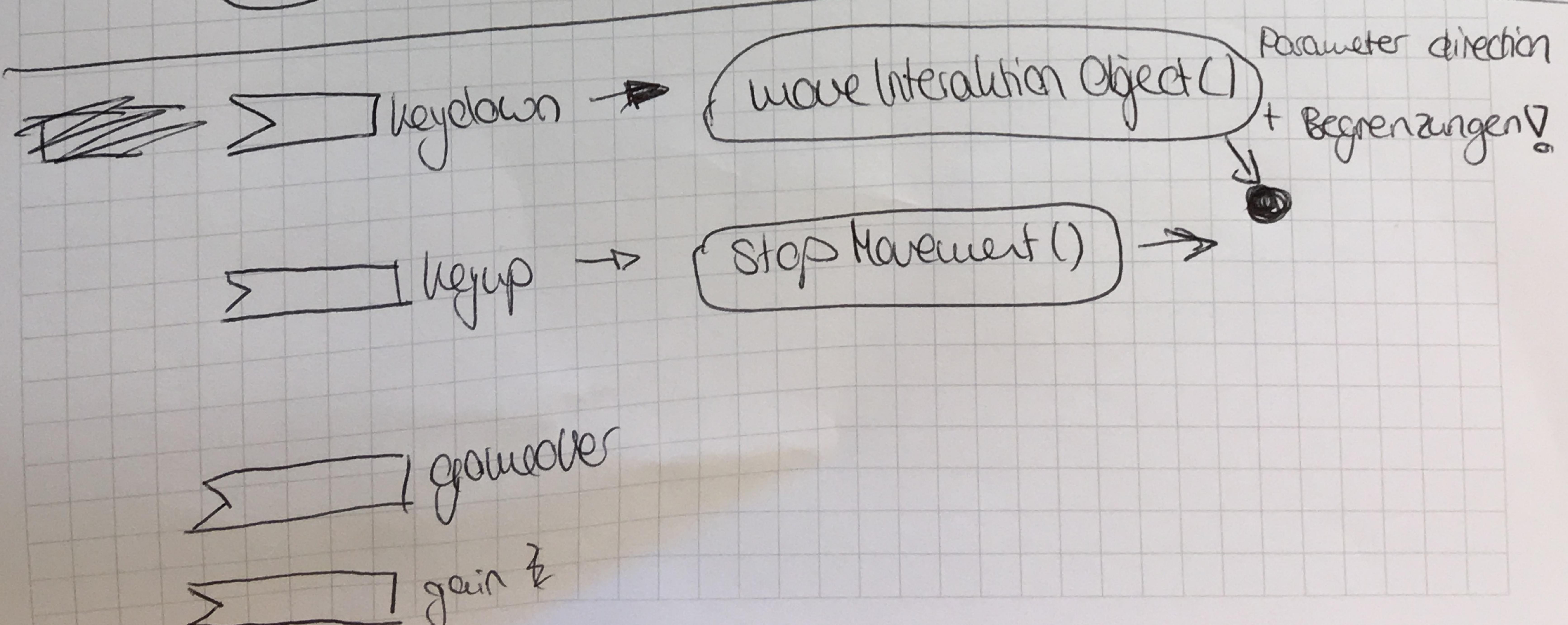
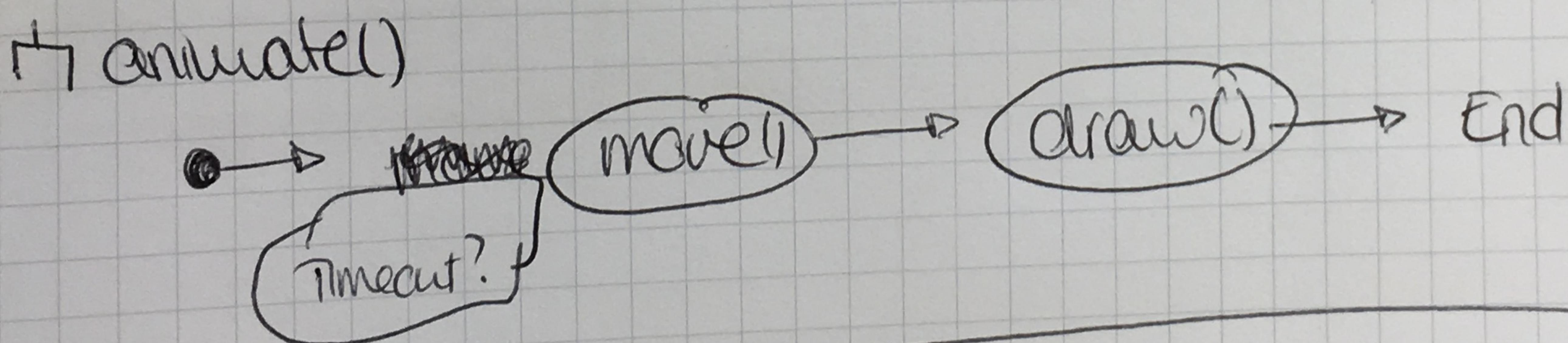
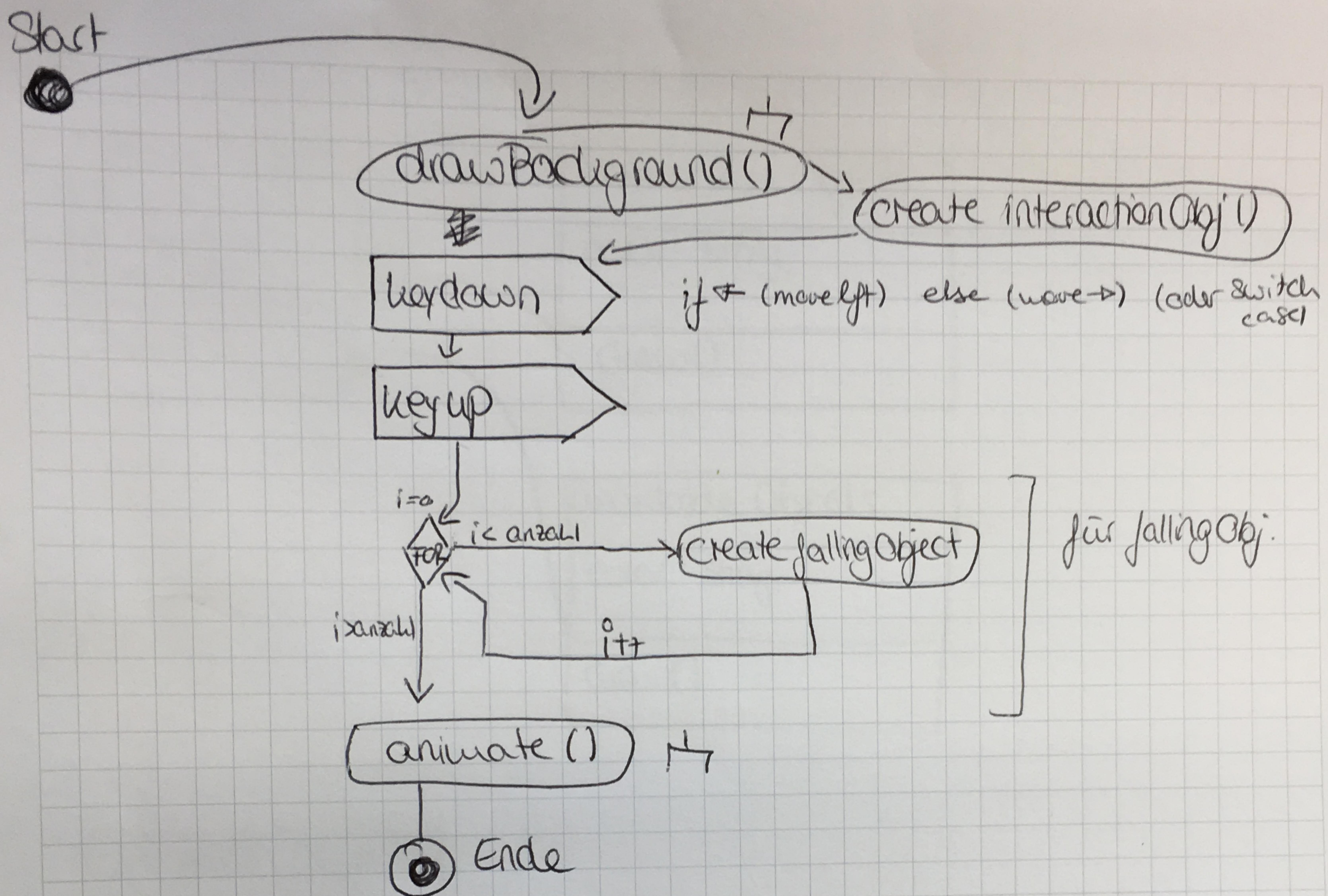
- Schutz vor falschen Objekten

add

Speichern in Highscore
Zeit? ~~oder~~

Falling Objects O + □





SUPERKLASSE

Objects

SYSTECS

Falling Objects

x: number;
y: number;

wave()

collectable Objects

color: string;

draw()

avoidable Objects

color: string;

draw()

interaction Object