Activity Diagram: Firework Moveables

constructor

```
_color: string
_speed: number
_positionX: number
_positionY: number
_i: number
_radius: number
_shape: string
```

set _position to (0, 0)

set _speed to (0, 0)

draw

move

```
_timeslice: number
```

let offset: Vector = new Vector()

scale offset

add position to offset