GoldenerHeist Advanced Class Diagram Canvas Renderington text Moveable Vector position: position: Vector velocity: Vector size: number x: number constructor set, constructor (position, velocity)
move (timeslice numbe): wid
draw of: woid getrandon I make number on get Difference (-vo. Verbo, -v ?: "enter Net Leat Cloud Squirrel sile: number size: vector utis Eaton: Looleer constructor! constructor/-size construtor () constructor (-size) draw(): void drawll: void draulivoid dravel): void Activity Diagram / let movables: Moveable [] = [] Tolick) (install load listener) (create Nut A) (update A) handleLoad create Nut Javant: Mouse Event get longe lata (window add Event Kistener) /let nut: new Nut/ Got in 2) more movables (puch Aut into Morable [] draw mountles draw ledground of (place Nat at click position) drawSunt) draw Mountains () (push Nut into created Nuts Array) disuleaves () Changer = false auch cloud, laques and squirrel into set Squirrel pas to Movable [] set hunger - falle set drandy Gone = fine delete deez Nuts

Moveable: Activity Diagram - position : Vector - velocity: Vector - size: number draw constructor save transform (transkle le position) set position to -position (set volaity to (0,0) (restore transform 1-timeslice: number (add velocity x timestice to position · Activity Diagram Leaves constructor t-size: number draw t-position vector (set position to 0,0) save transform Franslate to position set velocity random length and direction (draw loaf (set size to size Cesture transform T-timeslice: move (add velocity x - timeslice to position

Cloud: Activity Diagram Constructor - size : vector vector vector vector gradient: Comashadient Idraw - position: vector (Save transform) this position = position this relocity = relocity this number = number (translate to position) (add particles) set position to 0,0 (restore transform) 175, 60 whatever looks good move (-timeslice: move (set velocity to random) Squirrel: Activity Diagram draw 1-position : vectors constructo- 1-size: number (save transform) (set position 0,0) (translate to position) set relocity to random direction and length draw Squirrel (restore transform) set size to size set hungar to true more 1 timeslice: move add velocity x-timeslice to position

Nat Activity Diagram draw [-position: Vector. Constructor - position: vector set position to click event position (translate to position) dravoned V drav Nut (restore transform) set stresty Gone to false move - timestice: move add velocity x -timeslice 6 position