GoldenerHeiset Advanced Class Diagram Canvas Renderington text Moveable Vector position: Vector velocity: Vector size: number x: number constructor constructor (position, relatify) more (timestice number) wild draw of toold getrandom I min longth number on get Difference (-vo. Verby, -v ?: Verley Nest Cloud Squirrel sile: number size: vector uts Faton: Loolear constructor/-size constructor() construtor () (onstructor (-size) draw(): void drawl) : void draulivoid drauf): void Activity Diagram /let movables: Moveable []=[] 2 click 1 (install load listener) (create Nut A) (update A) update handleLoad creste Nut Larent: Mouse Event get longe lata (window add Event Kistener) let nut: new Nut Got in 2) move movables (push Nut into Movable [] draw mountles (draw ladeground of (place Nut at click position) drawSun!) draw Mountains () (push Nut into created Nuts Array) disuleaves () Changer - feld 0 push cloud, laques and squirrel into set Squirrel pas to Movable [] set hunger : false set drandy Gone : true delete deer Nuts

Erganzung Main [leaf Vi-din]

Leaf Wind [-event: Koy board Event thineslice: In number]

Add candom velocity x

-timeslice to position
of Leaves

U

Cloud: Activity Diagram - position: Vector - size: Vector - velocity: Vector gradient: Camas hadient (draw fosito : vector (Save transform) (translate to position this position = position this relocity = - velocity this number = - number (add particles) (set position to 0,0) restore Kansform set size to around 175, 60 whatever looks good move (-times/ise: move add velocity x - timestice (set velocity to random) a position

Moveable: Activity Diagram - position · Vector - velocity: Vector - size: number draw constructor (save Fransform) (transkle le position) set position to -position scale to size draw path representing set volaity to (restore transform 1-timeslice: number more add velocity x timeslice to position · Activity Diagram Leaves constructor -size: number draw t-position vector (set position to 0,0) (save transform) Franslate to position) (set relocity random longth and direction (draw loaf (set size to size move -timeslice: move (add velocity x - timeslice to position

Squirrel: Activity Diagram draw 1-position : vector constructo- 1-size: number save transform (set position 0,0) (translate to position) set relocity to random direction and length draw Squirrel set size to size (restore transform) set hungar to true move 1 timeslice: moved add velocity x-timeslice to position Nat Activity Diagram Constructor 1-position: vector draw 1-position: Vector save transform set position to click event position (translate to position) set-alrealy Gone to False (restore Transform) move - timeslice : move add velocity x -timesline 6 position