CanvasRenderingContext

Vector

x : number   Lenght : number
y : number

constructor (_x, _y)
set (_x, _y) : void
scale (_factor) : void
add (_added) : void
random (length) : void
copy () : vector

Movable

position : vector
velocity : vector

constructor(position) : vector
draw() : void
move(_timeslice) : void

Human Cells

position : Vector
velocity : vector
size : number

constructor (_size)
move (_timeslice) : void
draw () : void
move To (_position) : void

Antibodies

position : vector
velocity : vector

move (_timeslice) : void
draw () : void
move To (_position) : void

Coronavayrus

position : vector
velocity : vector
size : number

move (_timeslice) : void
constructor (_size)
draw () : void
move To (_position) : void
change (_size) : void

TKiller

position : vector
velocity : vector

move (_timeslice) : void
draw () : void
move To (_position) : void
change (_size) : void

Movable   draw ●→◉

constructor   _position : Vector

Set position to _position

Set velocity to 0,0

◉

move   _timeslice : number

add velocity _timeclice to position

[pos. comp. < 0]   [comp. > canvas]

add canvas dimension to component

subtract canvas dimension from component

◉

Virus

constructor   _size : number
_position : vector

Super (_position)

set velocity to random direction + random (min+max) length

randomize type

Set size to _size

◉

draw ●

Save transform

translate to position

Scale to size

◉ draw path representing type

restore transform

click on Virus → handle Click rh

handleClick ●

move TKiller to Coronavayrus velocity + 20%

[hit coronav.]   [missed coronav.]

corona opacity = 0 (dissolve)

move along

Slow down velocity of TKiller

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