<<interface>> Bee

x: number y: number color: string size: number

Bee

x: number y: number color: string size: number

update ()
draw ()
move ()
setRandomPosition ()
setRandomStyle ()

<<interface>> Flower

x: number y: number fillColor: string

Flower

x: number y: number fillColor: string

drawFlowerOne ()
drawFlowerTwo ()
drawFlowerThree ()