<<interface>>
Bee

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

Bee

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

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

<<interface>>
Flower

x: number
y: number
fillColor: string

Flower

x: number
y: number
fillColor: string

constructor
drawRandomFlowers ()