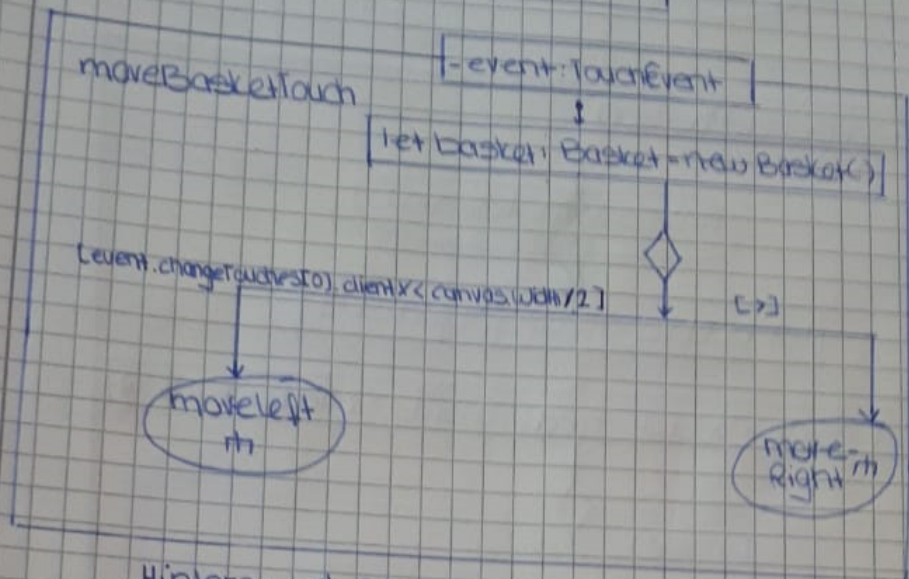


Steuerung des Korbes über Smartphone Tablet

document.addEventListener('touchmove', moveBasketTouch) → ○



Hintergrund zeichnen

let bg: Background = new Background

Aufruf Methode paint()

let imgData: ImageData

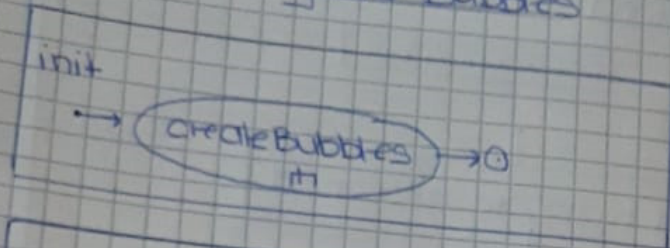
Speicherung des Canvas Hintergrund als Bild unter der Variable imgData

○

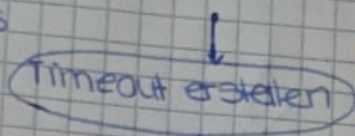
animate

ctx.putImageData(imgData, 0, 0) → ○

Erstellung der Bubbles



createBubbles



let p: number = Math.floor(Math.random() * 3)

[case 0]

Erstellung rote Bubbles

In main Objects Array pushen

[case 2]

Erstellung pink Bubbles

In main Objects Array pushen

[case 1]

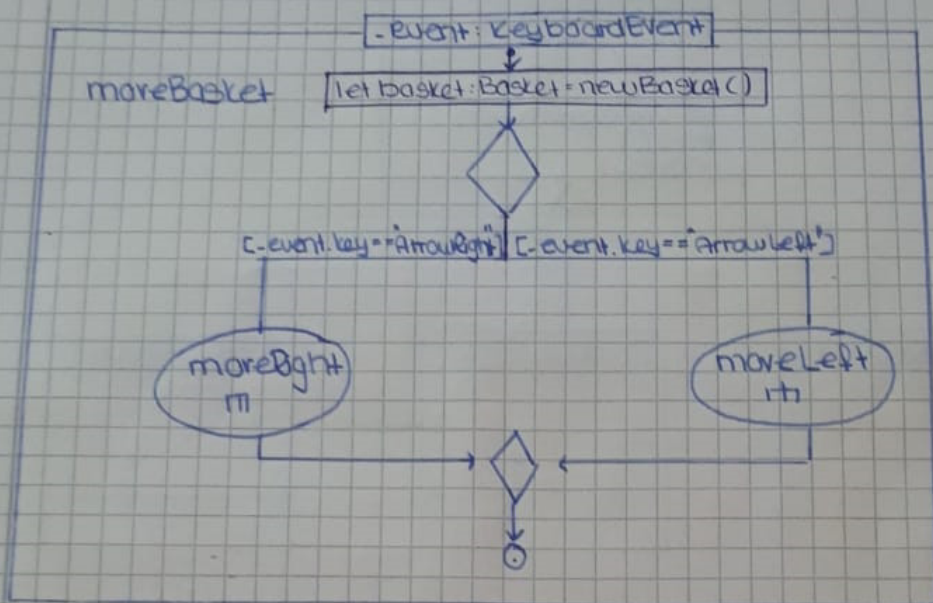
Erstellung orange Bubbles

In main Objects Array pushen

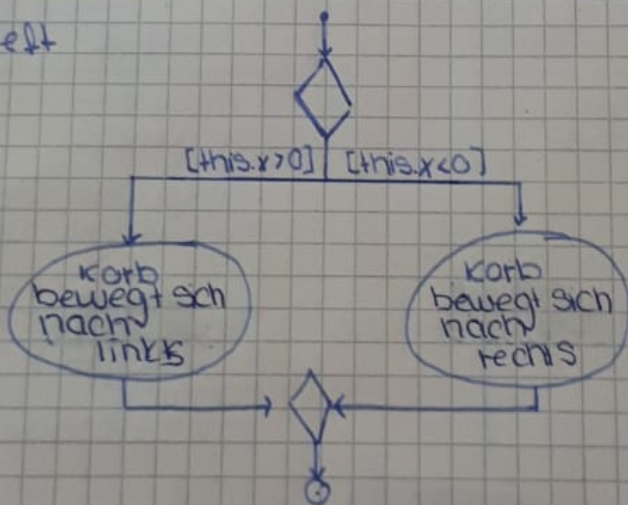


Steuerung des Korbes über Computer

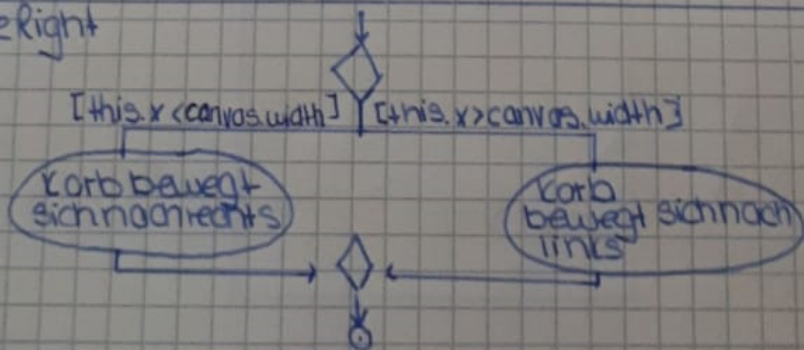
→ document.addEventListener('keydown', moveBasket) # → ①

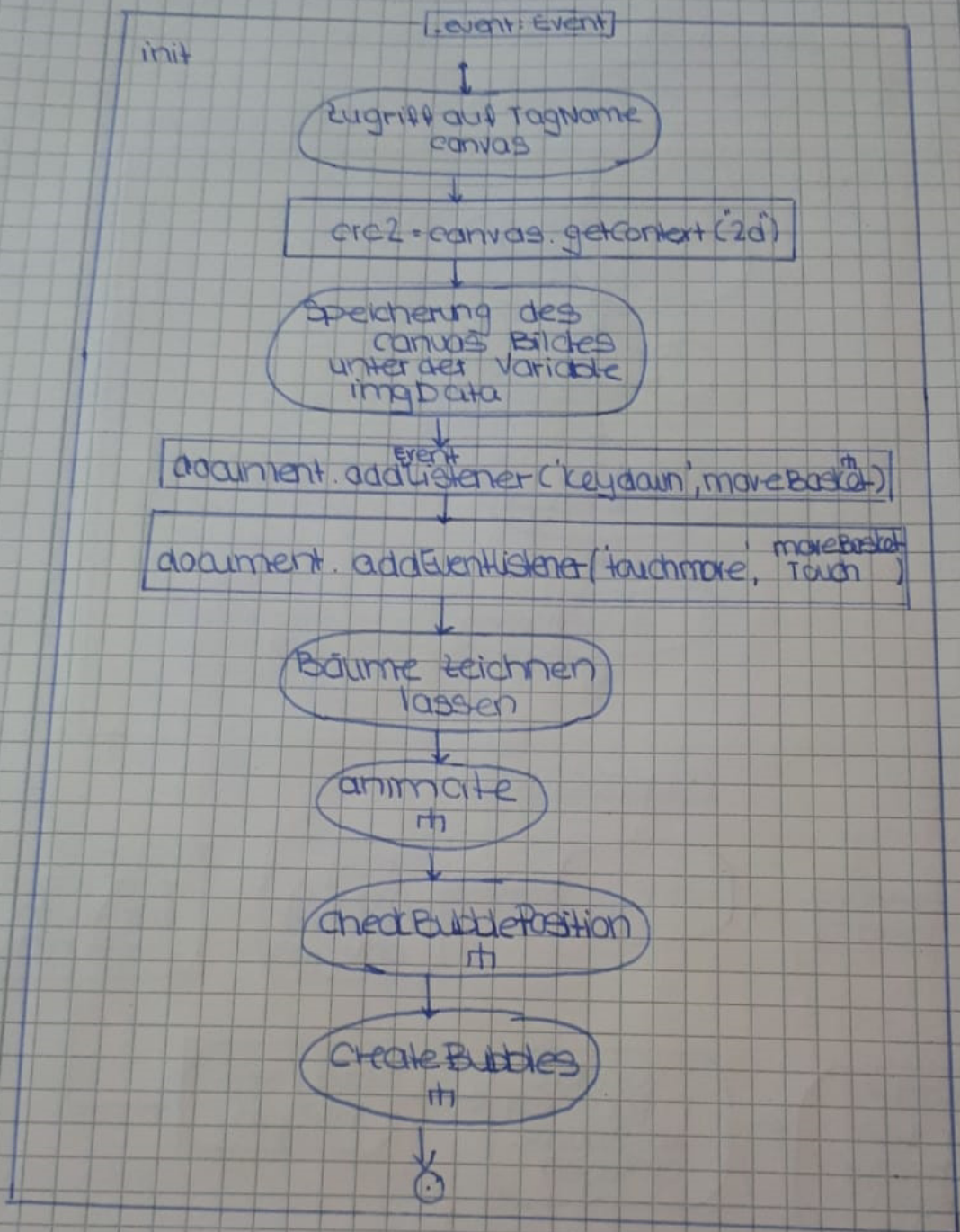


moveLeft



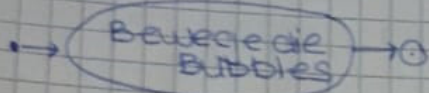
moveRight





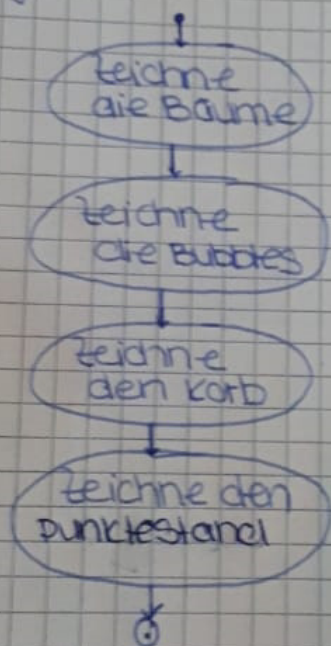
Move Funktion

move Objects

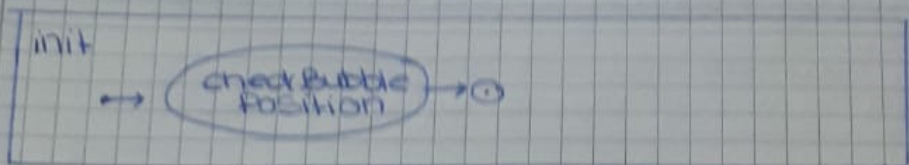


Draw Funktion

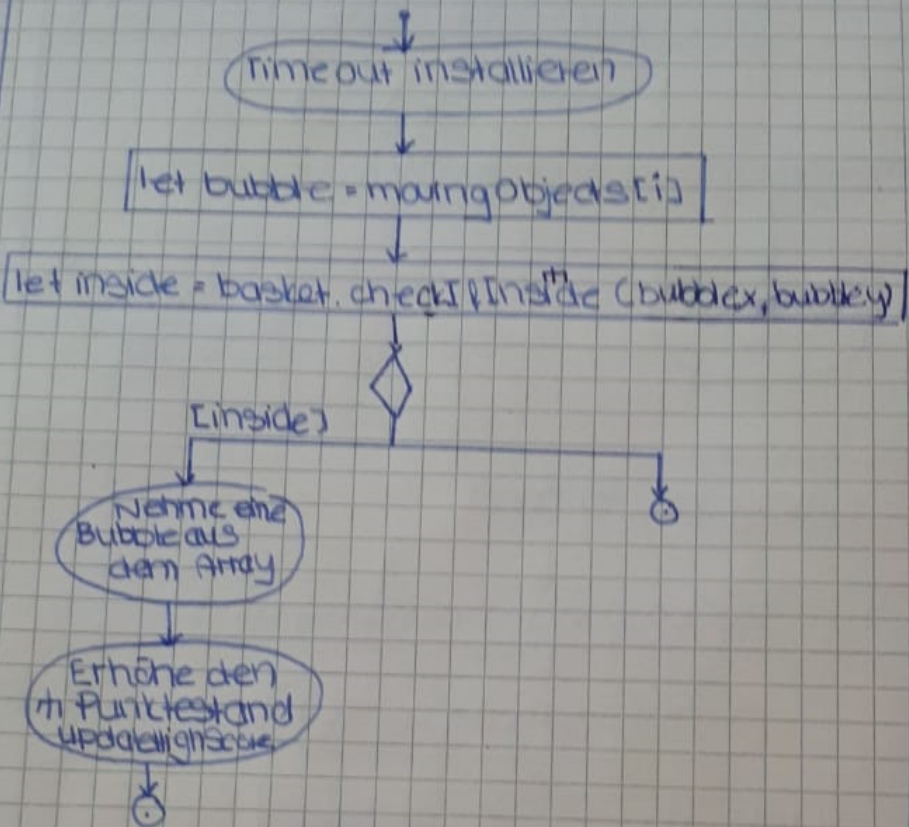
draw Objects



Position Korb und Bubbles checken

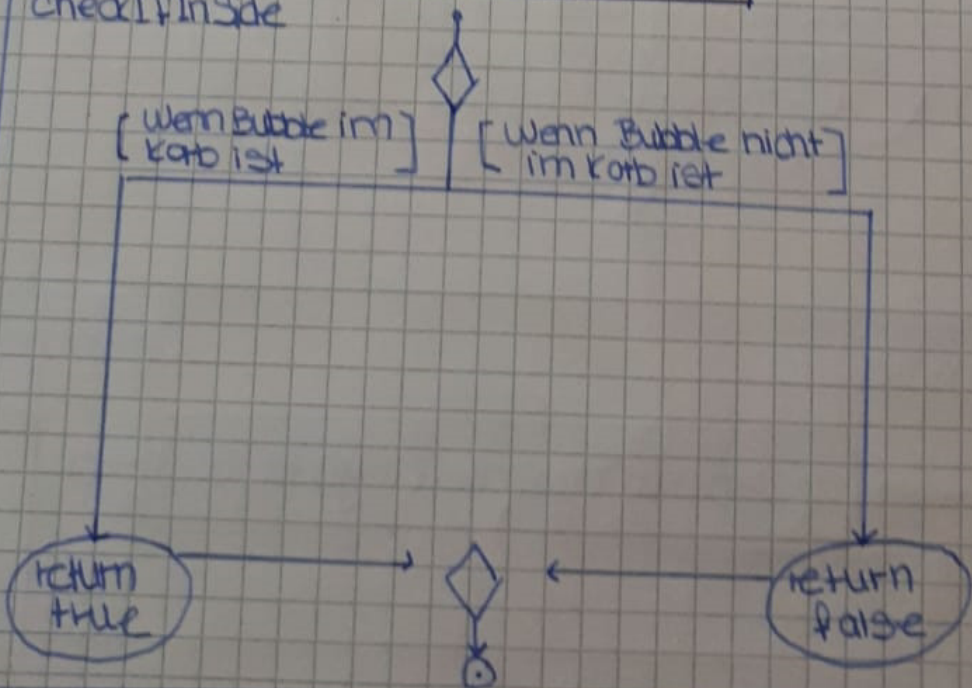


checkBubblePosition

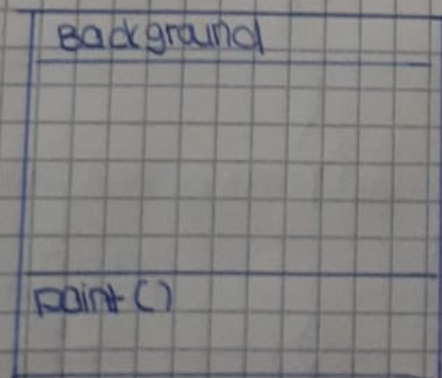
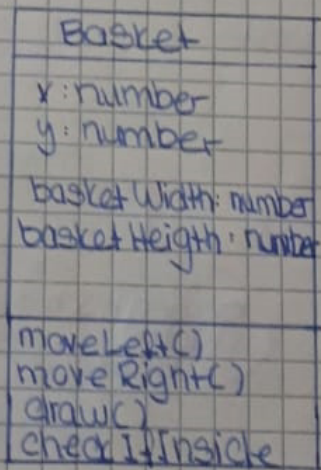
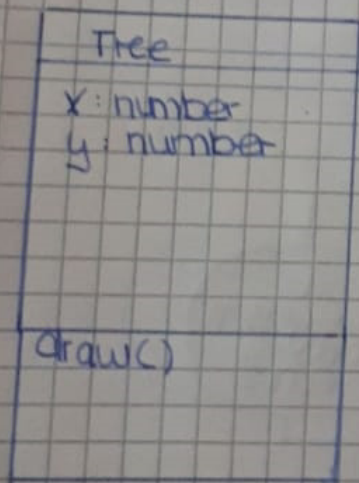
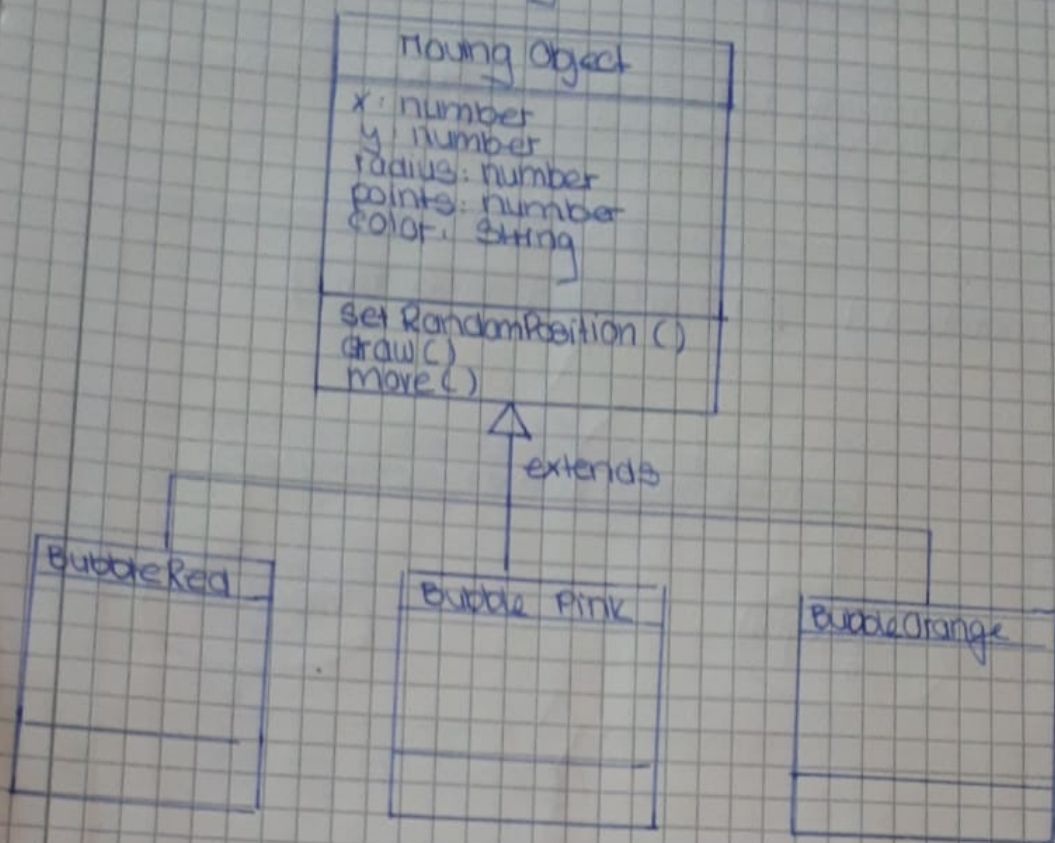


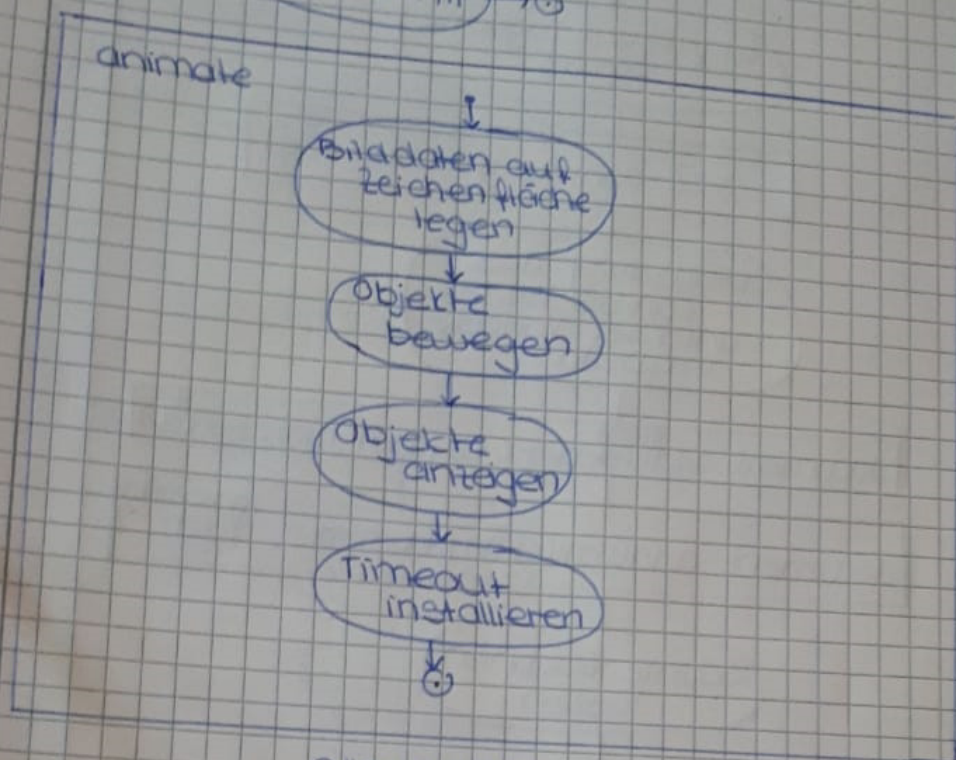
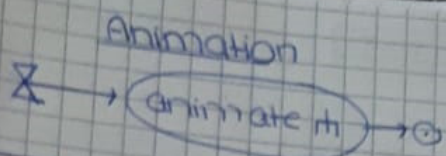
- x : number
- y : number

checkIfInside

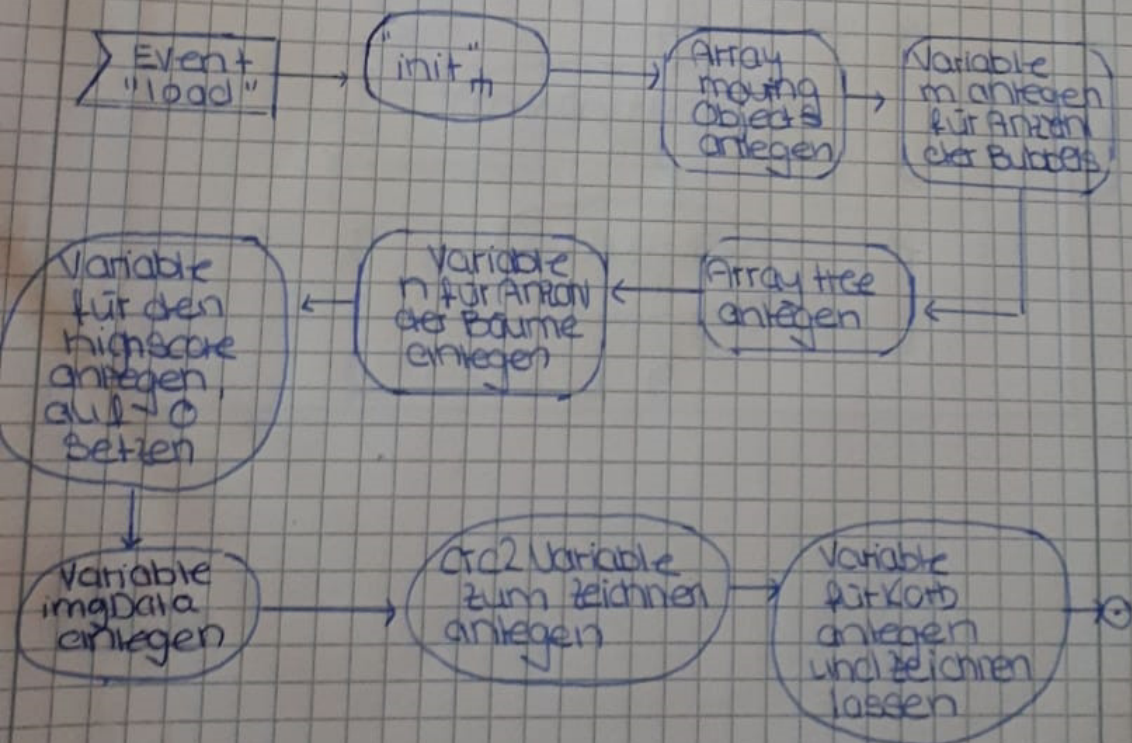


Klassendiagramme





Allgemeines



Punktestand

updateHighScore

points: number

let highscore: number = 0

highscore += points

[highscore >= 200] [highscore < 200]

alertBox
erscheint

Highscore
wird auf
0 gesetzt

Weiter
spielen

