

```
<!DOCTYPE html>
<html>

<head>

<title>game1</title>
<script src="simpleGame_1_0.js">
</script>

<script>

var scene;
var car;
var house;// new variable for a new Sprite
var house2;// new variable for a new Sprite
var speed; // variable for the speed adjustment

function init()
{
scene = new Scene();
scene.setSize(1000,500);
scene.setBG("#36d");

car = new Sprite(scene, "car.png", 50,30);
car.setAngle(270);
car.setSpeed(0);

//sprite (car) does not go outside the canvas; this is explained in he documentation
car.setBoundAction(BOUNCE);

// new objects, same image used in both
house = new Sprite(scene, "house.png", 150, 100);
house.setAngle(90);// points to three o'clock
house.setSpeed(0); //does not move
house.setPosition(600, 400);//position on x and y axis

house2 = new Sprite(scene, "house.png", 150, 100);
house2.setAngle(90);
house2.setSpeed(0);
house2.setPosition(100, 400);

scene.start();
}

function update()
{
scene.clear();
//check keys
```

```
speed = car.speed; //variable speed gets car's speed
if (keysDown[K_LEFT])
{
car.changeAngleBy(-5);
}
```

```
if (keysDown[K_RIGHT])
{
car.changeAngleBy(5);
}
```

```
if (keysDown[K_UP])
//adds max speed for the car:
{
if (speed <10)
{
car.changeSpeedBy(1);
}
}
```

```
if (keysDown[K_DOWN])
{
car.changeSpeedBy(-1);
}
```

```
car.update();
house.update();// new sprites must be updated
house2.update();// new sprites must be updated
checkCollisions();// function must be updated too
}
```

/* checking collisions, what happens when two sprites collide
when the car hits a house it bumps, starts moving backwards but only if it moves forward because
the effect would not be targeted on reverse when the speed is on the negative side already*/

//CollidesWith is a method of a Sprite, it is in the game engine simplegame. Sign || means OR.

```
function checkCollisions() // a new function is created
{
if (car.collidesWith(house)|| car.collidesWith(house2))

if(car.speed >0)
{
car.setSpeed(-5);

}
```

```
}
```

```
</script>
```

```
</head>
```

```
<body onload="init()">
```

```
<h2>Game</h2>
```

```
</body>
```

```
</html>
```