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<!DOCTYPE html>
<html>

<head>

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

<script>

var scene;
var car;
var house;
var house2;
var speed;
var crashSound;// variable for the sound
function init()
{
scene = new Scene();
scene.setSize(1000,500);
scene.setBG("#36d");

//create new sound object, the sound file must be in the same directory
crashSound = new Sound("crash.mp3");

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

car.setBoundAction(BOUNCE);

house = new Sprite(scene, "house.png", 150, 100);
house.setAngle(90);
house.setSpeed(0);
house.setPosition(600, 400);

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

scene.start();
}

function update()
{
```

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scene.clear();

//check keys
speed = car.speed;
if (keysDown[K_LEFT])
{
car.changeAngleBy(-5);
}

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

if (keysDown[K_UP])
{
if (speed <10)
{

car.changeSpeedBy(1);
}
}

if (keysDown[K_DOWN])
{
//max speed on reverse too
if (speed > -2)
{
car.changeSpeedBy(-1);
}
}

car.update();
house.update();
house2.update();

checkCollisions();
}

function checkCollisions()
{
if (car.collidesWith(house)|| car.collidesWith(house2))

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

crashSound.play();// plays the sound, find sounds at freesound.org

}
// if the car hits a house on reverse it will bump forward

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else if (car.speed <= 0)
{
car.setSpeed(4);
crashSound.play();
}
}
```

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</script>
</head>
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```
<body onload="init()">
```

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<h2>Game</h2>
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</body>
</html>
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