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<body onload ="startgame();">
<div class="container">

    <div style="background-image:url('https://encrypted-tbn0.gstatic.com/images?q=tbn:AND9GcTF9MNUAnY-TIMaoTixVP61GGWng6cuq8rKRg&usqp=CAU');background-blend-mode: overlay;
    background-color:lightgray;">

<center>
    <h1 style="line-height:80%;font-size:50px;font-family:Impact, fantasy;color:blue;"><b>Breakout</b></h1>
<canvas width="640" height="480" id="canvas"></canvas>
</center>
<hr>
    <div>
        <h1 style="display:inline;font-family:Marker Felt, fantasy;color:blue;">Score:</h1>
        <h1 style="display:inline;font-family:Marker Felt, fantasy;color:blue;" id="score">0</h1>
        <h1 style="display:inline;font-family:Marker Felt, fantasy;color:blue;">Level:</h1>
        <h1 style="display:inline;font-family:Marker Felt, fantasy;color:blue;" id="level">0</h1>
    </div>
</script>

var canvas = document.getElementById('canvas');
var ctx = canvas.getContext("2d");

    //backgrouds
var background = new Image();
background.src = "https://3.files.edl.io/bb95/19/12/19/171403-b240c4bc-b3be-41c0-8649-0f4b2504b889.jpg";

var brick = new Image();
brick.src = "https://3.files.edl.io/156a/19/12/19/171417-92aa34a7-506b-4109-9258-27bf6abe94b0.png";

var platform = new Image();
platform.src = "https://3.files.edl.io/2cf0/19/12/19/171432-10518748-4024-4e70-9abb-a6189d413425.png";

var ball = new Image();
ball.src = "https://3.files.edl.io/662c/19/12/19/171426-e6f19777-88b4-4fb7-a85b-06200848ffee.png";
    // variables
var brick1X = 150, brick2X = 320, brick3X = 450;
var brick4X = 200, brick4Y = 60;
var brick5X = 340, brick5Y = 60;
var brick6X = 450, brick6Y = 60;
var brickW = 100, brickH = 50;
var platformX = 250, platformY = 400;
var platformW = 150, platformH = 30;
var ballX = 100, ballY = 170;
var ballR = 80;
var vX = 5, vY = 5;
var score = 0;
var brick1Done = brick2Done = brick3Done = false;
var brick4Done = false;
var brick5Done = false;
var brick6Done = false;
var s = 30;
var lvl = 1;
    //contorls

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//kill me ball motion
function ballMotion() {
  ballX += vX;
  ballY += vY;
  // Wall
  if (ballX > canvas.width - ballR ||
      ballX < 0) {
    vX *= -1;
  }
  // Ceiling
  if (ballY < 0) {
    vY = 5;
  }
  // Bottom
  if (ballY > canvas.height - ballR) {
    //vY = -5;
    gameOver();
  }
  // Platform
  if (((ballX > platformX &&
        ballX < platformX + platformW) ||
        (ballX < platformX &&
        ballX > platformX - platformW)) &&
      ballY > platformY - platformH - ballR/2 &&
      ballY < platformY - ballR/2) {
    vY = -5;
  }
  // Brick
  if (Math.abs(brick1X - ballX) < brickW &&
      ballX < brick2X && ballY < brickH &&
      !brick1Done) {
    vY *= -1;
    brick1Done = true;
    score++;
  }
  if (Math.abs(brick2X - ballX) < brickW &&
      ballX > brick1X && ballX < brick3X &&
      ballY < brickH && !brick2Done) {
    vY *= -1;
    brick2Done = true;
    score++;
  }
  if (Math.abs(brick3X - ballX) < brickW &&
      ballX > brick2X && ballY < brickH &&
      !brick3Done) {
    vY *= -1;
    brick3Done = true;
    score++;
  }
  if (Math.abs(brick4X - ballX) < brickW &&
      ballX > brick4X && ballY < brickH+60 &&
      !brick4Done) {
    vY *= -1;
    brick4Done = true;
    score++;
  }
  if (Math.abs(brick5X - ballX) < brickW &&
      ballX > brick5X && ballY < brickH+60 &&
      !brick5Done) {
    vY *= -1;
    brick5Done = true;
    score++;
  }
  if (Math.abs(brick6X - ballX) < brickW &&
      ballX > brick5X && ballY < brickH+60 &&
      !brick6Done) {
    vY *= -1;
    brick6Done = true;
    score++;
  }
}

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document.getElementById("score").textContent = score;
document.getElementById("level").textContent = lvl;
if (brick3Done && brick2Done && brick1Done && brick4Done && brick5Done && brick6Done ){brick3Done = false; brick2Done = false; brick1Done = false; brick4Done = false; brick5Done = false; brick6Done = false; lvl++; s -=2.5*lvl; if (s<5){s=5;} if(typeof loopId != "undefined") {
    clearInterval(loopId);
}
// start the game loop
loopId = setInterval(gameLoop, s);
}

function gameOver() {
    ctx.fillStyle = "black";
    ctx.fillRect(0,0,canvas.width,canvas.height);
    ctx.textAlign = "center";
    ctx.fillStyle = "red";
    ctx.fillText("Gameover",canvas.width/2, canvas.height/2);
    ctx.font = '35px Arial';
    ctx.fillStyle = "green";
    ctx.fillText("Final Score:"+score, canvas.width/2, 50);
    ctx.font = '28px Arial';
    ctx.fillStyle = "blue";
    ctx.fillText("Level:"+lvl,50,canvas.height-20);
}

function gameLoop() {
    ctx.drawImage(background, 0, 0, canvas.width, canvas.height);
    if (!brick1Done) {
        ctx.drawImage(brick, brick1X, 0, brickW, brickH);
    }

    if (!brick2Done) {
        ctx.drawImage(brick, brick2X, 0, brickW, brickH);
    }

    if (!brick3Done) {
        ctx.drawImage(brick, brick3X, 0, brickW, brickH);
    }

    if (!brick4Done) {
        ctx.drawImage(brick, brick4X, brick4Y, brickW, brickH);
    }

    if (!brick5Done) {
        ctx.drawImage(brick, brick5X, brick5Y, brickW, brickH);
    }

    if (!brick6Done) {
        ctx.drawImage(brick, brick6X, brick6Y, brickW, brickH);
    }
    ctx.drawImage(platform, platformX, platformY, platformW, platformH);

    ctx.drawImage(ball, ballX, ballY, ballR, ballR);
    ballMotion();
}

function startgame() {
    // clear the timer before restarting the game loop
    if(typeof loopId != "undefined") {
        clearInterval(loopId);
    }
    // start the game loop
    loopId = setInterval(gameLoop, s);
}

document.addEventListener("mousemove",playerMove);
// Handle the mousemove event
function playerMove(event){
    platformX = event.pageX - canvas.offsetLeft;
}

document.addEventListener("keydown", keyDownHandler);
function keyDownHandler(){
    if (event.keyCode == 13){startgame();}
}
</script>

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