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<div class="container">

  <canvas style="background-color: pink;" width="800" height="500" id="myCanvas"></canvas>

</div>

<script>
var canvas = document.getElementById("myCanvas");
var ctx = canvas.getContext("2d");
var x = 200;
var y = 200;
var dx= 5;
var dy= -5;
var scr = 0;
var s = 20;

var px= 200;
var py= 370;

var ph= 20;
var pw =120;
function rect(x, y, w, h) {
  ctx.beginPath();
  ctx.rect(x,y,w,h);
  ctx.closePath();
  ctx.fill();
}
function drawCircle(x,y,r){
  ctx.beginPath();
  ctx.arc(x,y,r,0,2*Math.PI,true);
  ctx.fill();
  ctx.stroke();
}
function ball() {
  ctx.fillStyle = "yellow";
  drawCircle(x, y, 10);
}
function paddle() {
  ctx.fillStyle = "blue";
  rect(px, py, pw, ph);
}
function Score() {
  ctx.fillStyle = "red";
  ctx.font = "20px Arial";
  ctx.textAlign = "left";
  ctx.fillText("Score:" + scr, 10,50 );
}
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function draw() {
    ctx.fillStyle = "white";
    ctx.fillRect(0, 0, canvas.width, canvas.height);
    ctx.strokeStyle = "black";
    ctx.strokeRect(0, 0, canvas.width, canvas.height);
    ball();
    paddle();
    x=x +dx;
    y=y +dy;
    if (y<10) {
        dy=dy*-1;
    }
    if (x>800 || x<10){
        dx=dx*-1;
    }

    if (x > px && x <px+pw && y> py && y<py+ph){
        s -= 0.5;
        if (dx > 0) {dx=Math.floor((Math.random() * 5) + 1);
        } else {dx=Math.floor((Math.random() * 5) + 1); dx=dx*-1;}
        dy=dy*-1;
        scr=scr+1;
    }

    Score();
    if (y>canvas.height){
        ctx.fillStyle = "red";
        ctx.font = "20px Arial";
        ctx.textAlign = "left";
        ctx.fillText("Game Over", 10, 200);
    }
}

function speed(){
    delay = s;
}

function gameLoop(){
    draw();
    if(typeof loopId != 'undefined') {
        clearInterval(loopId);
    }

    loopId = setInterval(gameLoop, s);
}

gameLoop();
document.addEventListener("mousemove", mouseMoveHandler);
function mouseMoveHandler(event) {
    px = event.pageX - canvas.offsetLeft;
    py = 400;
}

</script>
</div>

```