

```
<!DOCTYPE html>
<html>

<head>

<title>code1</title>
<script src="simpleGame_1_0.js">
</script>

<script>

var scene;
var car;

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);

scene.start();
}

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

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

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

if (keysDown[K_UP])
{
car.changeSpeedBy(1);
}

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

```
car.update();  
}
```

```
</script>  
</head>
```

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

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

```
</body>  
</html>
```