var shipImg,ship,seaImage,sea;

function preload() {

shipImg=loadAnimation("ship1.png", "ship2.png")

seaImage=loadImage("sea.jpg")

}

function setup() {

createCanvas(600,300);

ship=createSprite(70,180,20,20)

ship.addAnimation("ship",shipImg)

ship.scale=0.2

sea=createSprite(10,200,600,10);

sea.x=sea.width/2

sea.velocityX=-2;

sea.visible=false

}

function draw() {

background(seaImage)

if (keyDown("space")) {

ship.velocityY = -10;

}

ship.velocityY = ship.velocityY + 0.8

if (sea.x < 0) {

sea.x = sea.width / 2;

}

ship.collide(sea);

drawSprites()

}