var car,wall;

var speed, weight;

function setup() {

createCanvas(1600, 400);

speed=random(55,90)

weight=random(400,1500)

car=createSprite(50, 200, 50,50);

car.velocityX = speed;

car.shapeColor=color(255);

wall=createSprite(1500,200, 60, height/2)

wall.shapeColor=color(80,80,80)

}

function draw() {

background(0);

if(wall.x-car.x < (car.width+wall.width)/2)

{

car.velocityX=0;

var deformation=0.5 \* weight \* speed\* speed/22500;

if(deformation>180)

{

car.shapeColor=color(255,0,0);

}

if(deformation<180 && deformation>100)

{

car.shapeColor=color(230,230,0);

}

if(deformation<100)

{

car.shapeColor=color(0,255,0);

}

}

drawSprites();

}