Canvas breakout game

I completed each stage of this breakout game and I am proud that it works, even though there are still some glitches. Making the ball bounce off the paddle was the hardest part in the first stage. Once it did it was easy to make it bounce off the top bricks in the second stage. I made a random color generator for the bricks. There needs to be an even amount of bricks in each array to give them colors or there is a runtime error. Since the second row has one less I just hid it by drawing it outside of the canvas. While I was working on stage four I fixed some glitches, added a splash screen to start the game and once you win or lose it states it across the canvas. There is a gradual speed increase but the speed resets when the ball resets. I had a glitch with the splash screen, once the player hits enter to start the game the ball was already "moving" and would render in the middle of the bricks. I fixed this by not allowing the ball to move until the game is first rendered. The game works and I've even hosted it to where my friends have been able to try it out. They enjoyed it and I'm glad it works.