

```
class MoveObject{
  y = 200;
  x = 200;
  img;
  imageCache = {};
  currentImage = 0;
  otherDirection = false;
  speedY = 0;
  acceleration = 2 ; // beschleunigung = 1 ;

  loadImage(path){
    this.img = new Image();
    this.img.src = path;
  }

  loadImages(images){
    images.forEach((path) => {
      let img = new Image();
      img.src = path;
      this.imageCache[path] = img;
    });
  }

  playAnimation(images){
    let i = this.currentImage % images.length;
    let path = images[i];
    this.img = this.imageCache[path];
    this.currentImage++;
  }

  jumping(){
    this.speedY = 20;
  }

  applyGravity(){
    setInterval(() => {
      if (this.isAboveGround() || this.speedY > 0) {
        this.y -= this.speedY;
        this.speedY -= this.acceleration;
      }
    }, 1000 / 30);
  }

  isAboveGround() {
    return this.y < 280;
  }
}
```