

```
class Cloud extends MoveObject {
  x = 600 + Math.random()* 1000;
  y = 20;
  width = 400;
  height = 200;
  speed = 0.1;
  constructor(cloudPath, x) {
    super().loadImage(cloudPath);
    this.x = x + Math.random()* 1000;
    this.animation();
  }

  animation() {
    setInterval(() => {
      this.cloudsMove();
    }, 1000/60);
  }
  cloudsMove(){
    this.x -= this.speed;
  }
}
```