Juego del avión

!DOCTYPE html>

<html>

<head>

<title> juego del avion</title>

</head>

<body>

<style type="text/css"><

#ocean{

back ground-image: url("ocean.jpg");

whidth: 900px;

heigth: 700 px;

}

.player{

background-image: url("player.png");

width: 70px;

height:75px;

}

.enemy{

position: absolute;

background-image: url("enemy.png");

width: 70px;

height:75px;

left: 300px;

}

</style>

<div id= "ocean">

<div id ="players">

<div class="player"></div>

</div>

<div id = "enemies"></div>

<div clas = "enemy"></div>

</div>

<script type="text/javascript"></script>

var player ={

left: 450

top:640

}

var enemies =[

{left:350, top:200},

{lft:450, top:250}

]

function draWplayer(){

content ="<div class="player"style= "left:"+ player.left+"px; top ++px"></div>

document.getelementByID("players").inerHTML= content;

}

drawplayer

documnt.onydwoun= fuction(e){

console.log(e){

if(e.keycode==37){

player.left

}

console.log(e){

if(e.keycode==39){

}

</script>

</body>

</html>>