<!DOCTYPE html>

<html>

<head>

<

<title>ninja man</title>

</syle type ="text/css"></style>

\*{

margin: 0;

padding: 0

}

.row line-heigth: 0;

.wall

{

"background-color: blue;

heigth: 40px;

width: 40px"

displine inline- block;

}

.sushi{

"background-color: black;

heigth: 40px;

width: 40px"

displine inline- block;

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

background-size:contain

}

.blank

{

"background-color: blue;

heigth: 40px;

width: 40px"

displine inline- block;

#ninjaman{

"background-color: black;

heigth: 40px;

width: 40px"

displine inline- block;

background- image: url("ninja.gif");

background-size:contain

position: absolute;

left: 40px;

top: 40px

<style>

</head>

<body>

</style>div id = "world">

<div class = "row">

<div class = "wall"></div>

<div class = "blank"></div>

<div class = "sushi"></div>

<div class = "sushi"></div>

<div class = "wall"></div>

</div>

</style>style> class = "row">

<div class = "wall"></div>

<div class = "sushi"></div>

<div class = "wall"></div>

<div class = "sushi"></div>

<div class = "wall"></div>

</style>

<div class = "row">

<div class = "wall"></div>

<div class = "wall"></div>

<div class = "wall"></div>

<div class = "wall"></div>

<div class = "wall"></div>

</style>

<div class = "row">

<div class = "wall"></div>

<div class = "wall"></div>

<div class = "wall"></div>

<div class = "wall"></div>

<div class = "wall"></div>

</div>

</div>

<div id= "ninjaman"> <div>

</body>

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

var world= [

[1,1,1,1,1],

[1,0,2,2,1],

[1,2,1,2,1],

[1,2,2,2,1],

[1,1,1,1,1],

];

var worlDict={

0: "blank"

1: "wall"

2: "sushi"

}

function drawWorld(){

output = ""

for(var row =0; row < world.length; row++){

output += "div class" = "row"></div">

for(var x=0; x< word[row].length; x++){

output+= "div class" = ""+worldDict[worldDict[world [row][x]])></div">

//worldDict[word [row][x]])

}

output +="</div"

}

document.getElemenBId("world").innerHTML =output;

}

draworld()

var ninjaman= {

x:1

y:1

}

function drawNinjaman (){

document.getElemenBId("ninjaman"). style.top =40 +px

document.getElemenBId("ninjaman"). style.left =40 +px

}

draw ninjaman()

ocument.onkeydown = function(e){

if(e.keyCode == 37 && leftValue >0) {

if(world [ninjaman.y][ninjaman x-1] !=1){

ninjaman.x--;

}

}

if (e.keyCode == 39 && leftValue < 500) {

if(world [ninjaman.y][ninjaman x-1] !=1){

ninjaman.x++;

}

if (e.keyCode == 40 && topValue < 500) {

if(world [ninjaman.y][ninjaman x-1] !=1){

ninjaman.x++;

}

word [ninjaman.y]word[ninjaman.x]=0

draWninjman()

draw ninjaman()

</script>

</html>>