

```

function startGame() {

    myGamePiece = new component(30, 30, "red", 10, 120);

    myGamePiece.gravity = 0.05;

    myScore = new component("30px", "Consolas", "black", 280, 40, "text");

    myGameArea.start();

}


var myGameArea = {

    canvas : document.createElement("canvas"),

    start : function() {

        this.canvas.width = 480;

        this.canvas.height = 270;

        this.context = this.canvas.getContext("2d");

        document.body.insertBefore(this.canvas, document.body.childNodes[0]);

        this.frameNo = 0;

    },

    clear : function() {

        this.context.clearRect(0, 0, this.canvas.width, this.canvas.height);

    }

}

```